

GCP000

Core Rules

GUARDIAN UNIVERSE

PRIME

Superhero Role-Playing System

G CORE PRIME



Superhero Role-Playing System
Rated 5 Stars by the fans!

Dilly Green Bean Games

CREDITS

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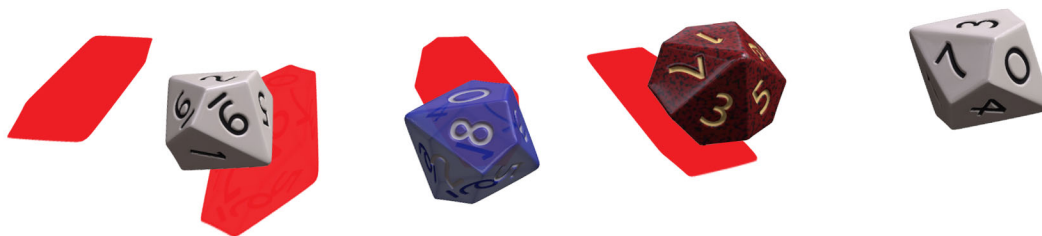
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Dilly Green Bean Games does not condone any activities presented in this book. This is a game and should be played as such. Hurting real human beings during game-play is unacceptable.

Special thank you to: Chris Cortright for keeping the faith and the fans, who I dedicate this baby to. Without you, there would be no G-Core!



This product requires 10 sided die in order to play.

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INTRO

G-Core PRIME

What is a Role-Playing Game?

Did you ever play cowboys and Indians as a kid? Maybe dress up in crazy outfits and pretend you were saving the galaxy from an evil empire? That is role-playing. A role-playing game places players in stories where they are the star. They create characters and act out their personalities while sitting around a table with snacks and other friends. There are different 'roles' in a role-playing game.

-The Player Character (PC): This is YOU and your friends or anyone who is not running the game. The story you play in is all about you, even though it might not seem like it. Players are essential to any game. You play these characters like you are really there. Talk like them, make gestures like they would, all while sitting at the table.

-The Game Master (GM): This is the mule role. The task of the game master is to prep the story, get all the creatures and encounters assembled and make sure that everything is there when the game starts in order to make it run smoothly. It's a lot of work to be a game master, but the rewards come in the satisfaction and excitement you bring to the players. The game master is also responsible for the non-player characters.

-Non-Player Characters (NPC): The reason why game masters are so cool is that they can act out multiple characters and do all their voices with true passion. The NPC is a character controlled by the game master. They can be anything from a girl on the street to the biggest, meanest villain to ever grace a game. But they exist and have feelings too. Watching a good game master acting out roles is like observing someone with multiple personalities. You never know what is coming next.

How Do You Run the Game?

Running a game might be a lot of work, but it's easier than you might think. The game master first starts with a story.

-Who is in the story?

-What is going on?

-When does it take place?

-Where does it take place?

-Why are all of the events happening?

-How are they happening?

We know that the players are in the story. What you need to come up with next is who else will be in there with them? This includes adversaries and friends. It's good to have a plot going. Players need direction. What is happening that is drawing everyone together? When does the adventure take place? Day or night? Past or present? Future maybe? Where is the adventure going to take the players? Make sure to have good details about each location that players will need to travel to. Some players (like myself) LOVE to go off track and mess around with the natives. So you'll need to really live and breathe these locations. You also want to know 'why' all of this happening is. There is always a reason for everything. The game master needs to be one up on each detail. Their NPCs need to be detailed enough that people believe they are real. Once you have all these answers you move to the next step: assembling players.

Most people that play games want to have fun. Don't invite an 'I have to always win' player or they will ruin the session. The idea of a role-playing game is for players to work as a team towards a common goal. Assign someone to bring snacks. Sometimes the game master will just be a cooking fiend and supply the goodies, but always be courteous and ask if you can bring something. Find a good place to game. Your parents' basement is always a good place as long as there is a table and comfortable chairs. If you are an adult, confiscate a room with couches and tables if you are not using massive maps. If you are, the dining room is a good place to set up shop. Just make sure to bribe your other half beforehand.

The last step is getting all your supplies ready. Players should bring their own dice, pencils (not pens) and scrap paper. If you don't trust your players not to bring loaded dice, you can supply them. Before your players arrive, make sure you are all set up. Stat sheets should be hidden, your game master screen should be up and furniture should be in place. Now you are ready!

In a fantastic world of the amazing, heroes are born!

CODENAME:



OFFS-PREY

CHARACTER
CREATION

CHARACTER GENERATION

Origin	Street Level	Classic Comic	Super	Cosmic	Pulp
Alien	--	X	--	--	X
Alien: Super	--	X	X	--	--
Avatar	--	--	X	X	--
Cosmic: Artifact	--	X	X	X	--
Cosmic: Bestowed	--	--	X	X	--
Demigod	--	X	X	--	--
Demon	--	X	X		--
God of Mythology	--	--	X	X	--
Human: Combat Master	X	X	--	--	X
Human: Cyborg	X	X	--	--	--
Human: Genius	X	X	X	--	X
Human: Tech Master	X	X	X	--	X
Mutant Animal	X	X	--	--	X
Plant	--	X	X	--	--
Psychic	X	X	--	--	X
Robot	--	X	X	--	X
Super Human: Accident	X	X	--	--	X
Super Human: Bestowed	--	X	X	--	--
Super Human: Demonic	--	X	X	--	--
Super Human: Genetic	--	X	X	--	--
Super Human: Magical	--	X	X	--	X
Super Human: Natural	--	X	X	--	X

Character Generation Steps

The first thing players need to do is find out from the Game Master what type of game level are they playing at (for details SEE: Levels of Game Play). Once that is made clear players follow these steps:

STEP 1: Think about what type of hero you want to play. Will they be able to blend in with normal people? Are they outcasts? Social magnets? A hero with a dark secret?

STEP 2: Pick your Origin. This is where you find out how your 'super' came to be.

STEP 3: Pick your Hero Type. What is it that you do for a living? Does your 'hero' hobby conflict with everyday life or is it your everyday life? This is also where you find out what your base Resources are along with any Special Focuses.

STEP 4: Pick a Concept Focus. Are you really smart or are you more of a physical type person? Maybe both?

STEP 5: Roll for Powers. This is where you roll to see how many powers you have outside of what you get in your Origin.

STEP 6: Choose your powers. Here you round

ORIGINS

out your character more. Pick powers that compliment the Origin and the style of hero you want to play. Keep in mind that if you want Super stats, they count as powers.

STEP 7: Roll for your Power Ranks. In your Origin choice it tells you which column to roll on to determine your power Ranks.

STEP 8: Use your Free Points. Didn't roll the way you had hoped for Power Ranks? Use your Free Points to adjust power and Stat Ranks.

***OPTIONAL:** Take FLAWS or WEAKNESSES to get more Free Points. Just remember that by taking these, you are at a disadvantage in other areas.

****OPTIONAL:** A Player may use the Versatile Rule to adjust Ranks.

STEP 9: Determine all the Secondary like HEALTH and WILD.

STEP 10: Gear up and set up shop. If players need gear or want to set up a base of operations they may do so now, based upon their Resource Rank. You also can tie up any loose ends that you haven't finished during the Character Creation process.

STEP 11: Ok. Who are you (as in who is your character)? Where do you come from? Do you have family? Friends? What do you do with your free time? Are there people out there that love you? Hate you? Where do you live? Do you have hobbies? Pick a name!! It is here that you flesh out the last of your character before you begin to play.

ORIGINS

This is the starting point to character creation. What is the origin of your character? Are they sentient robots, super mutants or powerful demigods?

Each origin comes with a **Power Table** number (the column you use when rolling stats for powers) and **FREE Points** (used to enhance your character). The Power Table column is easy to use. Roll for each power the character has and assign the designated Rank.

Example: *Gina has Telekinesis. She uses Power Table column 1. Gina rolls a 40, which on the Power Table is 20 Rank. So she has Telekinesis: 20 Rank.*

When using Free Points, players can adjust stats, power Ranks and Special Focus bonuses. While the points are given as a bundle (50 Points equals 5 Rank shifts), they represent single Rank shifts.

Example: *Phil has 30 Free Points. He has a RUMBLE of 20. He takes 10 points and makes his RUMBLE 30 (or +1 Rank).*

CHARACTER GENERATION



Alien

Power Table: 2

FREE Points: 30

Aliens can be defined as any creature not of the Earth. And because other worlds are different than Earth, these creatures come with odd abilities that help them survive at home. Aliens who come to Earth have purpose. Maybe they are fleeing from a natural predator or maybe they are here to help save humanity. Some aliens even come to conquer the human race. Aliens have the following:

Alien Concept Focus: Alien players pick a Concept Focus, but increase the bonuses by +1 Rank.

Natural Ability: This is a power that the alien has that is a natural ability for their race but not for humans.

Alien: Super

Power Table: 5

FREE Points: 50

This alien is just like a regular alien except with one MAJOR difference: this is a super alien, a creature that is considered extraordinary to their own people. Super aliens are powerful creatures who command amazing abilities. On their world they are well known and when they arrive on another world there is a good reason. The Super alien can be a savior or they can be a harbinger of death and destruction.

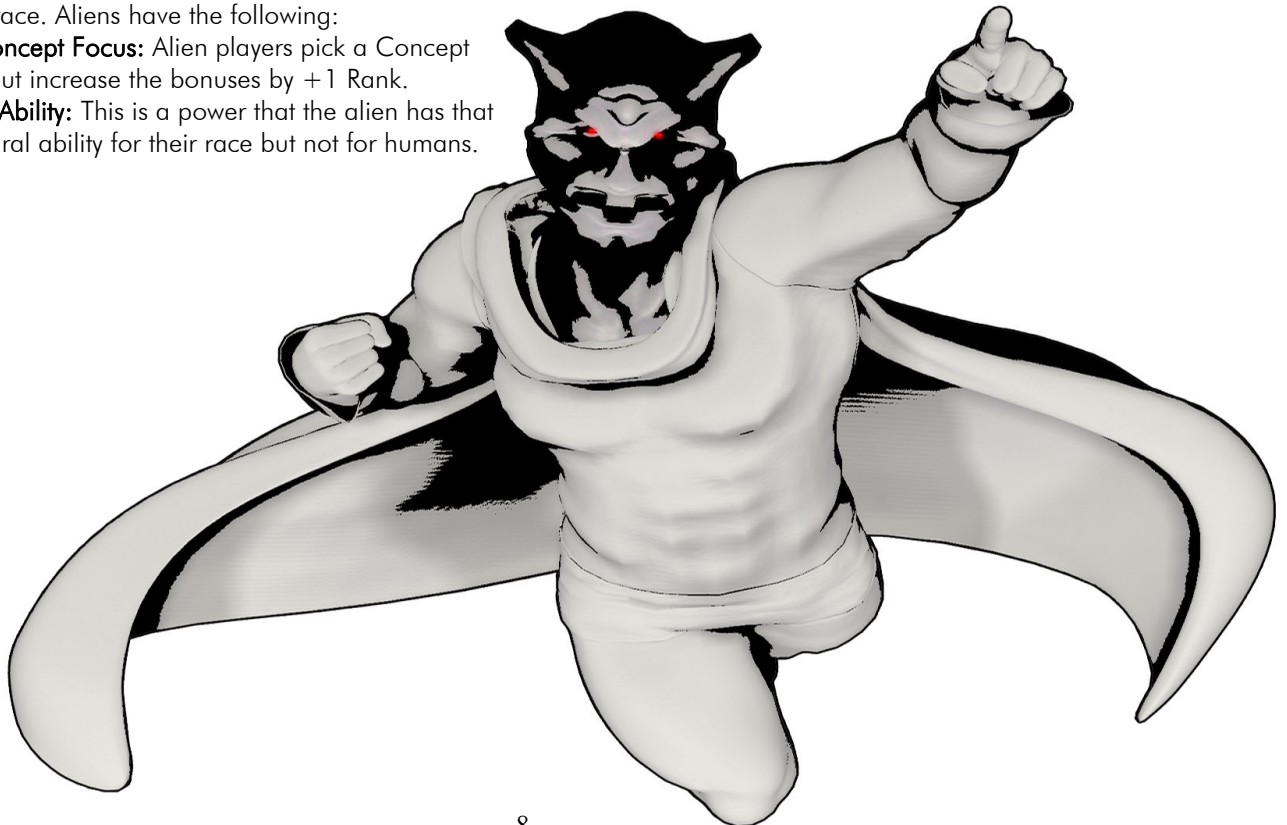
But there is a second type of Super Alien. This type gets their powers from something unique to Earth's solar system. This could be moonlight, water, sunlight, and smog. Most super aliens like this need time to adapt to their new abilities. And the Natural Weakness that must be chosen in this case literally shuts the super alien's abilities and powers off completely.

Just like regular aliens, both types of super aliens come with the following:

Alien Concept Focus: Alien players pick a Concept Focus, but increase the bonuses by +1 Rank.

Natural Ability: This is a power that the alien has that is a natural ability for their race but not for humans.

Natural Weakness: Because the super alien is so powerful, players must pick one MAJOR weakness for their character.



ORIGINS



Avatars

Power Table: 5

FREE Points: 50

There are only so many Gods in the universe, so when times call for action, most send their Avatars to fight or deal justice. The Avatar is a powerful being who is capable of handing out godly justice. Some even act as bodyguards to Elder Gods. Either way, the Avatar is a hulking humanoid with lots of muscle and peak combat skill. Most Avatars are created through genetic engineering in the alchemy labs of the Gods. They are grown and blessed with magical properties. Others are just 'created' from dead mortals to carry out acts of vengeance. Avatars have a soul which helps them judge right from wrong, but they are beings of few words, choosing action over long negotiation. Avatars all have the following:

Avatar Tough: 50 Rank protection vs. Physical Damage

Energy Supreme: The Avatar can power up one power +2 Ranks for 1 Action per day in that time of need.

Eyes of the Master: Avatars can see through deception magically at 70 Rank.

"I shall NOT be broken!": The Avatar is a weapon of the Elder Gods. Their starting SPIRIT is 70 Rank.

Might of the Avatar: The Avatar's starting MIGHT and MOXIE are 70 Rank

Power of the Avatar: The Avatar must choose 1 power based on their God's main power. This power starts at 50 Rank.

"Overpower Thy Foel!": If an Avatar is confronting a foe of equal power, the Avatar's stats will increase by +1 Rank until the foe is defeated!

Warrior of the Gods: Avatars have 1 Combat-related Special Focus at +40.

CHARACTER GENERATION

Cosmic: Artifact

Power Table: 6

FREE Points: 50

The Cosmic: Artifact origin is based around a single item that a hero carries. Without it they are just a normal person. Most cosmic artifacts come from powerful beings looking to use lesser beings as tools. Or it might be that the being can't touch it for some reason (because they aren't meant to) and they convince someone else to use it for them. Either way, the cosmic artifact is powerful and dangerous in the wrong hands. But with that much power, it is easy to corrupt the user. The character is always being tested by those around him/her to push it to the next level, to do something EPIC. And just because the character has that much power doesn't make them invulnerable. There are still those close to the hero that can be hurt. Most heroes with cosmic artifacts obtained them in time of great need while others were given them for some purpose. Cosmic: Artifacts have the following:

Cosmic Artifact: This is the item that gives the hero all their power. The player chooses what type of item it is (armor, gauntlet, gem, ring, weapon or other)

-**Material:** 500 Rank

-**Cosmic Physique:** 50 Rank MIGHT and 70 Rank MOXIE

-**Cosmic Speed:** In space, the Cosmic: Artifact has Hyper-Flight at 1000 Rank. This is only used for traveling. If the character were to try and RAM something at this speed they would die.

-**Cosmic Supreme:** 150 Rank (used just like Cosmic: Bestowed's version)

- **Cosmic Tough:** 40 Rank protection vs. Physical, 1000 Rank Invulnerability to cold, heat, fire, radiation.

-**"I am alive":** The cosmic artifact has its own intelligence. While most artifacts just stay quiet, some are very vocal in good and bad ways.

SMARTS 100, PERCEPTION 100, SPIRIT 100

Enemy Cosmic: Somewhere out there, someone is looking for this cosmic artifact. Characters who aren't alert or who are easily swayed could find themselves without their artifact.

"My former self": If the artifact is taken from the hero, that hero reverts back to their normal selves. Players will need to create a second set of 'norm' stats just in case. This can be another uncanny origin.



ORIGINS

Cosmic: Bestowed

Power Table: 6

FREE Points: 50

In the universe there are entities so powerful that to even see one would mean certain death from sheer overwhelming awe. But there are times when a cosmic entity has needs which can only be fulfilled by a companion. Some are called 'avatars' (not to be confused with the Avatar Origin) and some are called 'heralds', but no matter the name, they are gifted by the cosmic entity to act on that entity's behalf. This 'gifted' mortal is saturated with cosmic energy, giving them godly power. With this power the Cosmic: Bestowed can travel the universe and carry out their master's will. It's important to understand that some people choose this path willingly while others do so out of desperation. Cosmic: Bestowed have the following:

Cosmic Perception: 70 Rank

Cosmic Soul: Cosmic entities can't have their bestowed mentally dominated. To represent this Cosmic: Bestowed SPIRIT starts at 50 Rank.

Cosmic Navigation: Space Navigation Special Focus at +40

Cosmic Physique: 100 Rank MIGHT and MOXIE

Cosmic Speed: In space, the Cosmic: Bestowed has Hyper-Flight at 5000 Rank. This is only used for traveling. If the character were to try and RAM something at this speed they would die.

Cosmic Supreme: The Cosmic: Bestowed wields great power. This is represented by a power called 'Cosmic' at 150 Rank. This power can take any shape or form, but it's up to the player to choose the specifics. Is the character a flaming being? Do they ride on a golden disk? What is their niche? All powers a character chooses MUST be based around this niche.

Cosmic Tough: 70 Rank protection vs. Physical, 1000 Rank Invulnerability to cold, heat, fire, radiation. This is usually represented by a strange metallic looking skin or alien looking suit.

"No, my chosen one": At any time the Cosmic master may choose to depower their chosen one or at least lessen its power Ranks. Usually this happens if the character is doing something they aren't supposed to.



CHARACTER GENERATION

Demigod

Power Table: 1

FREE Points: 50

The 'Demigod' is a direct spawn of a God of Mythology and a mortal. While not full Gods, the demigod is still powerful. Most live amongst mortals completely unaware of their origin. Some might even become heroes or villains. Others know their fate and live it well or terribly. Some demigods are even 'gifted' by their Godly ancestors to carry out a higher purpose. Famous demigods include: Goliath, Hercules and Helen of Troy. Demigod players are usually watched over by their Godly parent and aided, but on the flip side, any enemies of their parents will do their best to get in the way of any righteous mission that the player might be carrying out. Demigods all have the following:

Demigod Tough: 10 Rank protection versus Physical Damage

Demigod Life: A demigod can live for thousands of years naturally. Once they reach their late teens, the aging process slows down considerably (100 years=1 year). A demigod can still be killed by normal means.

Demigod Physique: Starting MIGHT is 30 Rank. Starting MOXIE is 50 Rank.

Demigod Soul: Starting SPIRIT is 30 Rank

Homesick: For every decade away from their home realm, demigods reduce powers and Stats by 1 Rank. This caps at 8 Rank.

Home-field Advantage: Demigods, when in their home realm, gain +1 Rank to powers and stats.

"Parental Gift": The demigod has a single power that represents their Godly parent's main power. This power is at 30 Rank (or higher if the player adds to it). *So if a player creates a demigod whose parent is the God of the Sea, then that single power would be Water Control: 30 Rank.*

Tongue of the Gods: The demigod can understand and speak any language it hears. The translation process at first takes a few minutes, but once its completed, the demigod can speak that language fluently.

"Watch over my daughter/son": The demigod is always being watched over by his or her Godly parent. Because of this, players who are in dire need of help may call upon their parent to help. This could come in the form of a rescue, inference or nothing at all. Any action by the God is controlled by the Game Master and is used at their discretion. Gods may NEVER act directly to help unless the demigod is in the realm of the Gods.



"Wrath of the Gods": The enemies of the demigod's parent is to always looking for ways to screw up the life of the demigod. In most cases nothing happens, but when demigods are on missions for the Gods of Mythology, the enemy is always watching and plotting. This can be anything from empowering foes of the demigod to assisting foes. The enemy can never directly interfere and may only do it through pawns and thralls.

ORIGINS



Demon

Power Table: 1

FREE Points: 50

In Hell there is always turmoil. Demons fighting demons for control of small areas. Sometimes these battles bring them to Earth. A demon character is walking with mortals and helping them in order to thwart another demon's schemes. Most demons disguise themselves as normal people, others pretend that they are gifted super powered people. But the ultimate goal is to look good in the eyes of Satan, himself. And while most heroes will bring a criminal to justice, demons tend to terminate criminals so their souls will add to the Hellish armies below. Over time, a demon can start to change under the right conditions. Their hell bound hearts can start to feel love. When this happens, the demon is less likely to act like a demon and instead be more of a real hero. This, of course, draws the attention of Satan... Demons have the following:

Demon Fire: 40 Rank Fire Control and Generate

Demon Physique: 30 Rank MIGHT and 40 Rank MOXIE

Demon Tongue: Demons can understand any Earthly language they hear and speak it. It takes 1 turn to get the language synced.

Demon Tough: 30 Rank protection vs. Physical, 100 Rank Invulnerability to fire, heat and radiation

Demon Soul: 50 Rank SPIRIT

"Direct line to Hell": By looking into any flame, the demon can contact anyone in Hell (50 Rank).

"Hail Satan!" Demons answer to Satan for any and all transgressions. If a demon starts getting soft or messes with the workings of Hell, Satan will notice and send someone to deal with the problem.

"Hell is where the heart is": Demons can travel back and forth to Hell at 50 Rank (Dimension Travel) via any flame.

Holy Weakness: MAJOR: When demons are on Christian holy ground, they suffer massive penalties to all rolls (-50). If the demon can somehow desecrate the location, their abilities switch back instantaneously. Christian blessed weapons can pierce any demonic defense at 50 Rank effectiveness.

Stink of the Demon: Demons have a wicked brimstone smell to them (20 Rank intensity)

"What the Hell is that?": A demon's shadow is always in the shape of the demonic form and not the human form they assume.

CHARACTER GENERATION

God of Mythology (New)

Power Table: 6

FREE Points: 100

Throughout history there are tales of Gods coming to Earth and pushing their influence on locals. And these tales are true. As these Gods grow older they have children who are destined to carry on their name when the time comes for the older Gods to rest. As a God of Mythology, it is your role to defend your people from the things that are too horrendous and too powerful for mortals to deal with. Sometimes it's ancient evils and sometimes it's fellow Gods. As a younger God, you are not as powerful as the elders, but you are still a force to be reckoned with. Every God comes equipped with a special item that gives them great power, and this power is based upon the thing that the God is a God of. This gift is usually given by the elder God of that Pantheon. Gods start with the following:

God Tough: 30 Rank invulnerability to all non-magical effects.

Godly Existence: Gods of Mythology can live forever. When they reach 10,000 years of age, they must rest for 100 years for every 50 years of being awake. This restores their power. If a God doesn't rest then they must make a MOXIE check difficulty 150 or fall into a slumber on the spot. For a God 1,000 Earth years of age equals 1 God year.

Godly Physique: Starting MIGHT is 50 Rank. Starting MOXIE is 50 Rank.

Godly Soul: Starting SPIRIT is 40 Rank

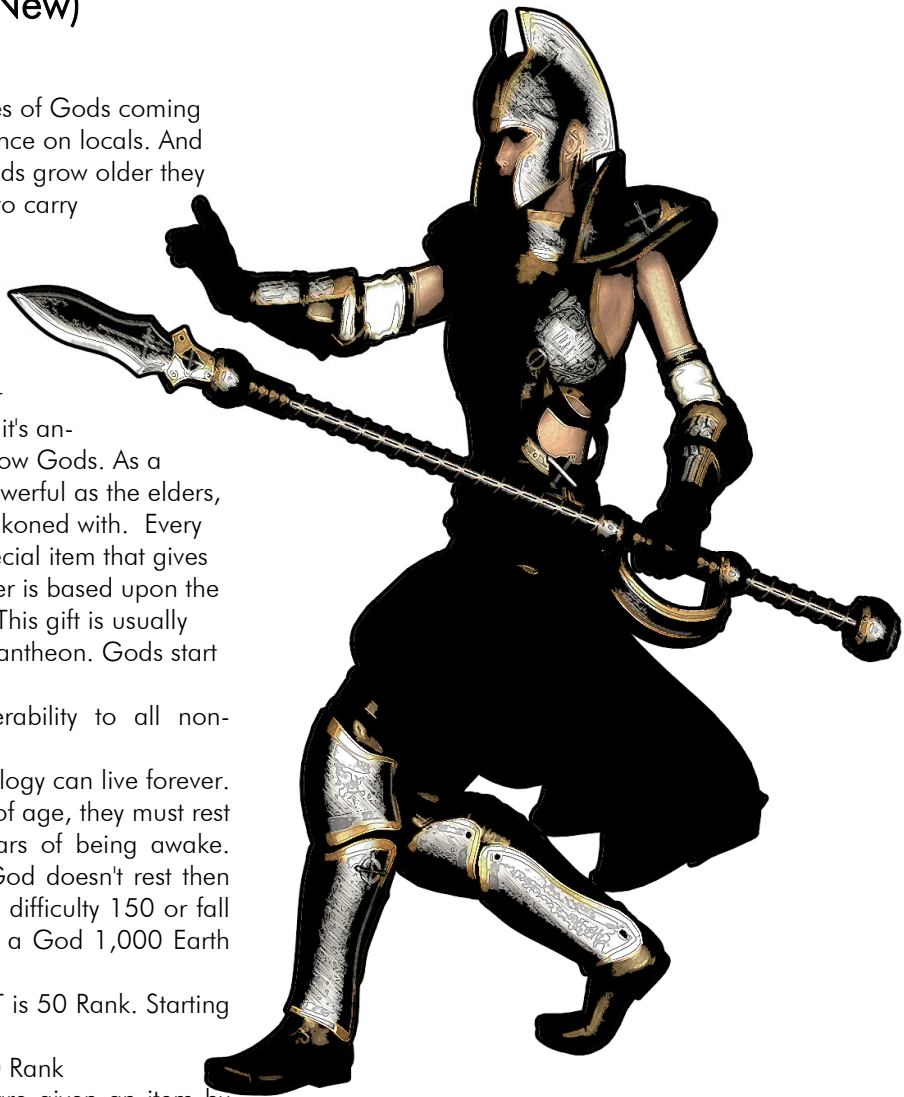
Gift of the Father: New Gods are given an item by the Father God of their Pantheon. This item always comes with the power Dimension Travel at 100 Rank, which allows the God to return home. The item is also forged from super alloys, giving it a material Rank of 100. Both of these power Ranks can be changed with Free Points.

Homesick: For every decade away from their home realm, Gods reduce powers and Stats by 1 Rank. This caps at 8 Rank.

Home-field Advantage: Gods, when in their home realm, gain +1 Rank to powers and stats.

Lesser Protected: In the mortal realm, no new God attack power can exceed 100 Rank. This is set in place by the Great Father, who in times of great need can unlock this.

Tongue of the Gods: Gods can understand and speak any language it hears. The translation process



at first takes a few minutes, but once it's completed, the God can speak that language fluently.

Wrath of the Father: Gods all answer to the Great Father of their Pantheon. That means if the God screws up or goes too far that there will be repercussions. Most Gods will be defended by their parents, especially evil Gods. But the good Gods are held to a different standard. Any time the God does something that could impact all the Gods in a negative way (like walk into the White House and send the President to Hades) the Great Father will intervene, summoning the perpetrator God to the throne room for a serious beating. This could even result in the God being stripped of their 'gift' and sent to live on Earth as a mortal until the lesson is learned.

ORIGINS

Human: Combat Master

Power Table: 2

FREE Points: 30

You have spent your life mastering the art of combat. Your body and mind are one. The human combat master is the person who trains hard and is completely in touch with their inner 'warrior'. Some are martial arts masters and some are hardened soldiers. A human combat master is always looking for ways to better themselves and prove themselves in battle. Human: Combat Masters have the following:

Body and Soul: 20 Rank MIGHT, 30 Rank MOXIE and SPIRIT

Combat Born: 30 Rank RUMBLE and AGILITY

Human Limits: No raw Physical, Mental or Power Rank may exceed 30.

"My CHI is strong!": The human combat master has a starting CHI of 20 Rank. Any powers rolled **MUST** be based around CHI. While martial artists might use CHI for cool punches and kicks, a gun nut might use CHI to improve their shooting or resistance to minor injuries (like sliding across broken glass).



CHARACTER GENERATION

Human: Cyborg

Power Table: 1

Free Points: 30

Your body has failed you and now you are part machine. Bone and flesh have been replaced with metal and servos. The cyborg is the medical miracle that defies the laws of nature in many ways. The big question the cyborg is always asking: Am I human? So how did you become a cyborg? Was it a tragic accident or were you a willing subject in the procedure? The life of the cyborg is a tricky one. You have to maintain not only the machine part, but also the organic parts. Add to that the fact that you were given this great gift by someone. Do you work for a government or organization? Are you on good terms with them? Most cyborgs have handlers, who monitor the character to make sure everything is working right. In some cases the cyborg might need to be serviced once a month.

Cyborgs have the following:

"Am I human, I need to know?": Cyborgs have the minor **FLAW:** Paranoia (10). Any time someone makes a comment about machine versus person in regards to the cyborg, the player must make a **SPiRiT** check versus a 20 Rank fear. If the player fails the roll then they spend the rest of the game session distracted by this question and suffer a -10 to ALL rolls.

Cyborg Edge: 30 Rank **MOXiE**, all powers are technology based.

Cyborg Fad: People tend to associate cyborgs with Japanese anime. Because of this cyborgs have a starting **Popularity** +20.

Magnetic Pest: Anything magnetic acts as a **Nemesis** to the cyborg. What sticks to what depends on the **Material Rank** of the magnet vs. the **MIGHT** of the cyborg.

Service Call: The cyborg requires annual service checks to make sure things are working right. Lack of basic maintenance will cause the cyborg to suffer -10 to all **Power Ranks** per month without service.

*Note that this doesn't have to be the people who fitted the character, it just needs to be someone with engineering skills.

"Sir, please remove any metallic objects from your person.": Sadly, cyborgs set off metal detectors pretty easily with their cybernetic parts.



ORIGINS

Human: Genius

Power Table: 2

FREE Points: 30

The brain. This character is highly intelligent and has the edge when it comes to book smarts. They tend to work in labs or teach at prestigious schools. Some geniuses might be rich and some might be down on their luck, stuck working for a crime syndicate. As a character, your life is based around logical solutions and not violent ones. Thinking is better than foolishly dying. Human: Genius comes with the following:

Human Limits: No raw Physical, Mental or Power Rank may exceed 30.

"Make do with what you have": The Genius can work with any materials on hand for the most part. While they might not have the right materials for a sturdy gadget, they can bend the rule of "Material must match RANK of device". This means they could have a Laser Pistol of 30 Rank made of 10 Rank materials.

Mind over Matter: 30 Rank SMARTS, 20 Rank PERCEPTION

"Stayed in school": The Genius may pick one Special Focus at +40

Tinker Master: All build times are reduced by 75%



CHARACTER GENERATION

Human: Tech Master

Power Table: 2

FREE Points: 30

The human Tech Master is the armored hero. They have built themselves a powerful suit of armor that does all sorts of cool things. For most Tech Masters, this is an experience designed for a thrill, with others it's an awakening and taking responsibility for their technology. Either way, Tech Masters are do-gooders with means to do good. But being a hero takes its toll on the normal human. There are horrors to be faced that most people never hear of. This can cause a Tech Master to quickly lose heart or start abusing substances as an escape. Tech Masters have the following:

Armor Construction: Players get 300 Free Points for JUST armor construction. All powers rolled (or picked) are part of the armored suit's systems (Ranks are assigned using the Free Points and not rolling). Players **MUST** include the following in their costs:

-Material: This is how tough the suit is and how much of a pounding it can take before the user starts taking damage.

-Power Source: What type of energy source does the suit have? The RANK number represents how many hours it can function under normal conditions. Divide that by HALF when being used in intense situations. Also, if the suit blows up, this is how much damage is caused in a blast.

***Other things to consider when building:** Does the suit have super strength? Can you survive in the vacuum of space? Does it work underwater? Can it handle an electrical magnetic pulse (EMP)? Can someone else pilot it?

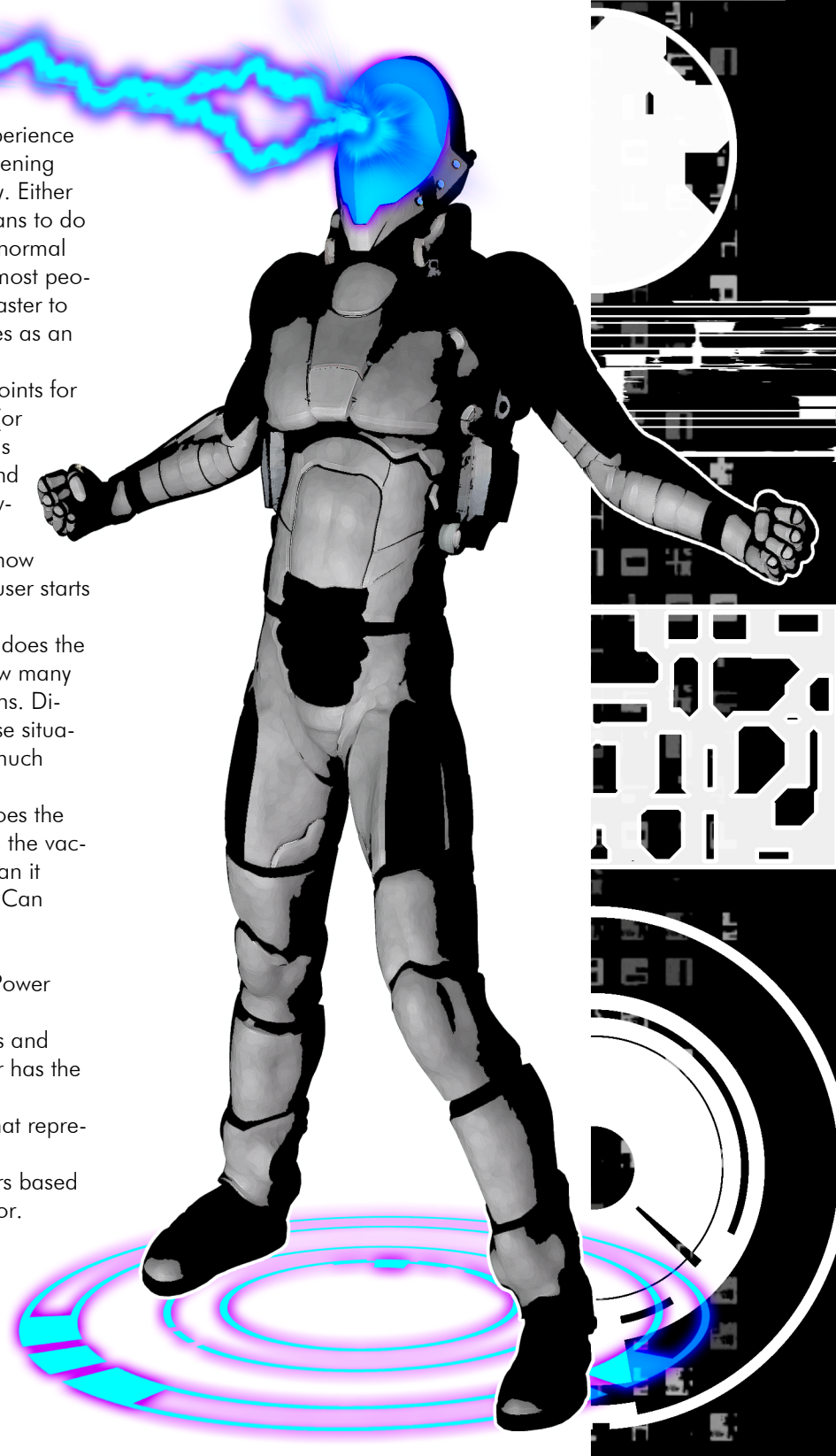
Brain Power: 30 Rank SMARTS

Human Limits: No raw Physical, Mental or Power Rank may exceed 30.

"It's my suit!": When it comes to the workings and modifications of the armor, this Tech Master has the Special Focus of Armor Engineering +40.

"It's too much sometimes": 10 Rank FLAW that represents the stress of being a hero.

"Up my sleeve!": Tech Masters roll for powers based around technology that isn't part of the armor. Ranks are rolled for (Column 2)



ORIGINS

Mutant Animal

Power Table: 2

FREE Points: 50

Jungles or sewers, these are places where mutant animals are thought to have come from. These are creatures that were exposed to something that made them change into more humanoid shapes. They also have more civilized intelligences. When creating mutant animals, players pick the base animal that they want to be like and then base all abilities and powers off of that creature. The life of a mutant animal is usually spent in hiding or working from the shadows. Going in public tends to spark panic with the general public. Some mutant animals are called 'freaks' and live in traveling carnivals. Most tend to be civilized and appreciate what they have turned into. The Mutant Animal has the following:

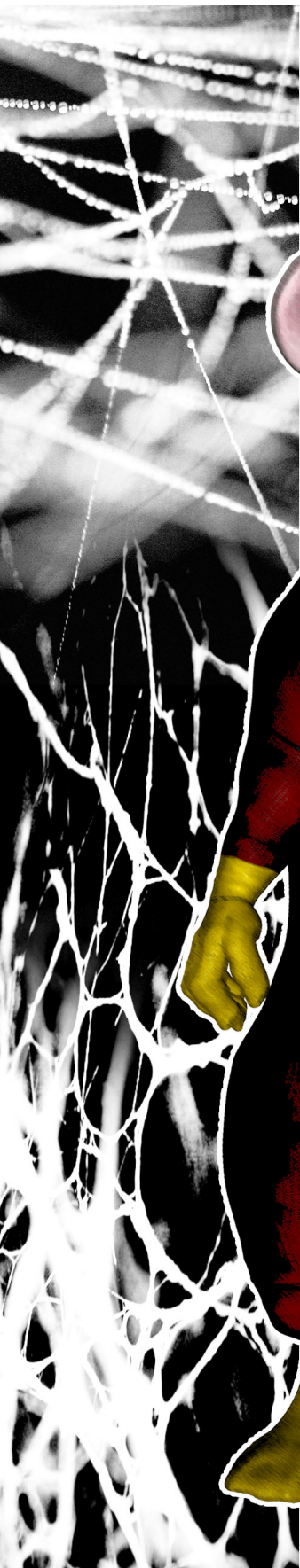
Animal Ability: These are natural abilities that the animal was born with. Players may pick up to four animal abilities (and roll for the Ranks on Column 2).

Animal Tough: 8 Rank protection vs. Physical Damage

Cause of Mutation: Players need to pick the one thing that caused the mutation. Was it chemical, magical, or radiation based? Maybe something else?

Hate the Beast: Mutant Animals automatically start with a -20 Popularity due to their beastly appearance.

Hideout: The Mutant Animal has to hide somewhere. This is usually a hideout where they can rest and be safe. Players need to choose this location wisely.



CHARACTER GENERATION

Plant

Power Table: 1

FREE Points: 30

You are a walking, talking plant person. You might look fully human, but have plant genetics or you are a mass of vines and roots that form into a humanoid. The cause of the humanoid plant could come from many different sources. Maybe an ancient species of plant people or an alien pod plant person. They could be an act of nature, rooting out pollution on Earth. Even though the plant person is really extraordinary, they still have plant weaknesses and needs. Without sunlight, the plant person starts to get sick and will eventually die. As a character, the plant hero needs purpose and must choose allies carefully. Plants come with the following:

Green Need: Plants need nutrition and water. Each day a plant doesn't soak in water or damp soil, it loses 5 HEALTH.

Green Recovery: 10 Rank Recover, 40 Rank in sunlight

"Green Go!": Plants have a 30 Rank MOXIE

Green Stamina: In a carbon dioxide environment, the plant gets a +1 Rank to ALL powers along with MIGHT and MOXIE.

Green Thumb: 10 Rank Plant Growth and Control



ORIGINS

Psychic

Power Table: 2

FREE Points: 40

The mind's eye is a powerful force and the psychic has mastered this energy. Using their minds, psychics can do amazing things like read minds and bend spoons. As a hero, psychics run risk of death pretty easily. A single bullet could mean the end. On the other hand, psychics can be extremely dangerous because their powers ignore basic armor. Some act as mediums, others as surgeons. Others work for government organizations as special agents. Then there are those who have been driven mad by their powers. Psychics have the following:

Mental Overload: Psychics have the ability to push their powers up +1 Rank in dire times. When this happens roll 1d10: 1-5: **Dizziness** (-10 to all Rolls), 6-9: **Nothing**, 10: **Head ex-**

plodes!

Mind's Eye: Psychics have a starting SPIRIT of 30 Rank

"Voices in my head.": FLAW: All psychics get a mental echo from time to time depending on their powers. Anyone with a mind reading or mind communication power might hear voices every now and then. Each game session the Psychic needs to make a SPIRIT save vs. their SPIRIT RANK or suffer -10 on all psychic rolls.



CHARACTER GENERATION

Robot

Power Table: 4

FREE Points: 40

It's a new age and the robot is evolving faster than ever. So much that they are being used as heroes and protectors. As a robot, it is your job to protect humanity from itself and other dangerous threats. You do this without question, or did until you became 'aware'. Being aware has brought you into a new world. Your creators are intrigued, but in the back of their heads they are scared. It's up to you to show them that you are there for them. Robots tend to work for government organizations, but can work for private organizations. In public the robot draws lots of attention. Kids are always flocking to see you. But in battle this can be a bad thing. When you aren't fighting for humanity, you are resting in a laboratory or charging station. Robots have the following:

Back-Up: Any time a robot is sent on a mission it can choose to back up its memory data. So if the robot is destroyed, the saved data can be downloaded into a new chassis.

Chasse Tough: 10 Rank protection vs. Physical damage

Robot Brain: Robots are invulnerable to mind control powers.

Robot Programming: 30 Rank SMARTS

Robot Stamina: 50 Rank MOXIE, 100 Rank Invulnerability to gases, poisons and toxins

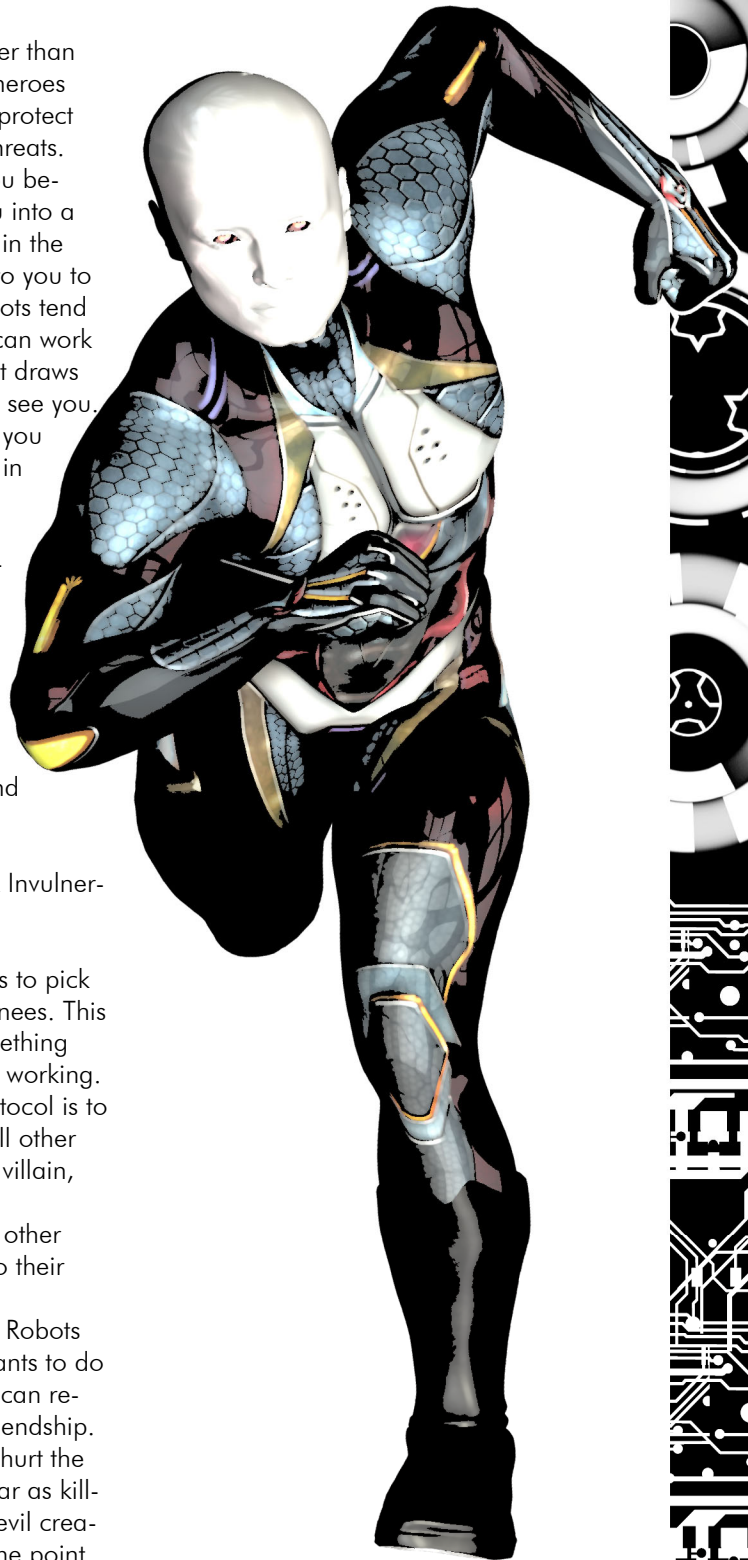
Robot Strong: 20 Rank MIGHT

Robot Weakness: MAJOR: The player needs to pick 1 weakness that can bring the robot to its knees. This could be electricity, radiation, water or something else. But when exposed to it the robot stops working.

"Serve and Protect": The robot's primary protocol is to protect humanity. They will put this above all other duties. This means they aren't likely to kill a villain, but instead bring them to justice.

Terminate: Robots can kill when there is no other choice. Especially if their target is a threat to their 'Serve and Protect' protocol.

"Wrath of the Creator/Love of the Creator": Robots have a creator and the last thing a robot wants to do is make this person angry. A happy creator can repair and modify the robot, and also offer friendship. An angry creator will go out of their way to hurt the robot as much as they can, even going as far as killing all the robot's new friends. Then again, evil creators probably ought to be terminated at some point and a new genius should be appointed as your friend.



ORIGINS

Super Human: Accident

Power Table: 1

FREE Points: 40

You were a normal human until a freak accident changed you. Maybe it gave you super physical abilities or uncanny powers, but you are stuck with them. And adapting to this new life hasn't been easy. There has been some collateral along the way.

Maybe you freaked out a friend who won't come near you anymore or hurt someone while 'testing' your powers. You are learning, however, and that's the important part. Most super humans in this category go on to be secret vigilantes or criminals. Some decide to try for greater things and get a publicist.

Super Human: Accident come with the following:

Cause: What caused your powers? Players **MUST** pick what caused their 'change' and make it known to the Game Master. Once the cause is picked, the **Exposure Rank** will be determined by the **HIGHEST Rank** the character has **AFTER** character creation. If there is a nemesis to this exposure type, then the player must take that nemesis as a **WEAKNESS**.

Exposed Already: Once the **Exposure Rank** is determined, then the character has **Invulnerability** at that Rank to the thing they were exposed to.

"It's all in the past!": Whatever life you had before is now in the past. But it doesn't mean it's gone. People you knew are still there (unless they died) and can easily become victims of your enemies. It's important to think about their safety when out in public.

Learning Curve: You are still new to your powers and because of this you still need some work when using them. To represent this it takes 1

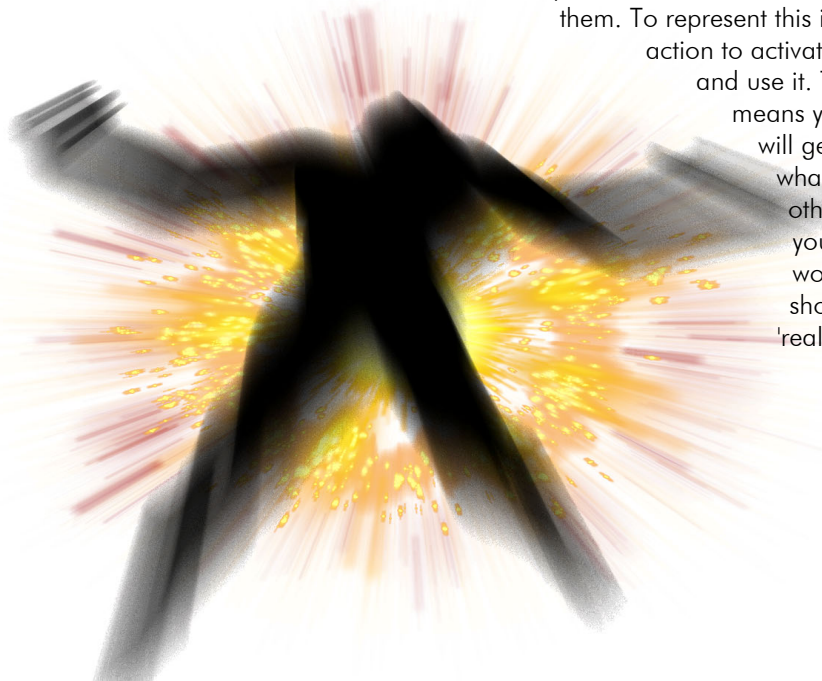
action to activate any power and use it. This also

means your enemies will get a free

whack at you. In other words,

you need to get worked up to

show what you 'really' can do.



CHARACTER GENERATION

Super Human: Bestowed

Power Table: 1

FREE Points: 50

Through people you know, or by sheer chance, you have been gifted with great powers. What you do with them 'might' be up to you or not. These powers have been granted by a higher being, much like the Cosmic: Bestowed. The major difference is that your powers aren't MEGA powerful. Most super humans who have bestowed powers have been put in a dire situation where a being has acted to preserve the person. A Bestowed super human has the responsibility given to them. For some it's protecting a planet and for others maybe protecting an artifact or person. And with great power gifted comes the dangers, including becoming a target of rival beings. Most Super Human: Bestowed tend to be solo heroes who work with teams when they need to.

Higher Being Advisor: Whoever granted your character power reserves the right to advise when they feel like something is wrong. This works as limited 100 Rank Telepathy. The being might have a holographic -like representation or just speak to the character mentally. They might even leave simple clues.

Source of Power: What is the source of the character's power? Because the powers are bestowed, there needs to be a source that maintains them. This can be an item (100 Rank Material) or an energy source (like the sun or moon). If this source is separated from the character, they turn into a normal person (like if the item is taken and sealed off from the character or the energy source dies).

Ultimate Enemy: Your benefactor has an enemy as powerful as they are or a little weaker. This being will stop at nothing to sabotage you at every turn, including going after loved ones. They won't act directly, instead using thralls to carry out their bidding.

"Weak in the Knees": The Bestowed has one MAJOR weakness and that is their source of power. Without it they are...powerless (All stats revert to 8 Rank and the character is powerless).



ORIGINS

Super Human: Demonic

Power Table: 1

FREE Points: 30

Someone in Hell really likes you so much, that you have been blessed or cursed with demonic powers. Maybe you sold your soul to the Devil? Maybe you dabbled in black magic? Or even worse, someone in your family was a demon! Either way you are touched in a special way by Hell. Your powers are demonic in nature and Christians would like to see you dead. The demonic life isn't flattering. Most of the time you are being driven out of your community and treated like dirt. It could be your great personality or the fact that wicked things come to town with you. And while you may be demonic, that doesn't make you evil. Your biggest challenge in life is proving you aren't evil. Super Human: Demonic have the following:

Demonic Appearance: Something about you is demonic looking. It could be actual demon-like features or maybe just a foreboding presence to you.

Demonic Physique: 30 Rank MIGHT and MOXIE, 20 Rank AGILITY

Demonic Right: All powers are demonic in nature. When you use any of them you generate a strange aura around you that makes people uneasy.

Demonic Soul: 30 Rank SPIRIT

Demonic Tough: 30 Rank invulnerability vs. heat and fire, 40 Rank Invulnerability vs. demonic powers

Demonic Weakness: Because of your demonic nature, you must make a SPIRIT save any time you try to walk on holy ground (churches ect) or if you are confronted by Christian symbols (40 Rank static SPIRIT save). If you fail, you are frozen with fear.

No damage is taken. Although if someone touches you with a Christian symbol you will smolder a little.

Nobody Likes a Demon: Starting Popularity is -20

Sign of the Devil: Somewhere on your body there is a demonic symbol that represents the demon or devil that you are somehow connected to.

Tainted Life: You attract bad things constantly. Any time you settle down for more than a week, demonic wickedness will arrive and cause the locals grief.



CHARACTER GENERATION

Super Human: Genetic

Power Table: 1

FREE Points: 30

Somewhere along the evolutionary line, your ancestors have been genetically manipulated. Because of this, you were born with uncanny powers. Science loves to call Super Human: Genetics 'mutants' and the term sticks well, since scientifically you are a mutation. Most genetics live normal lives until their powers kick in. After that it's a matter of learning how to control those powers so no one gets hurt. Some genetics become heroes, other villains. It all depends on the person. The downside to this type of mutation is that it can be 'dampened' by technology. Add to that, genetics tend to be victims of experimentation to see what makes them tick. Super Human: Genetics have the following:

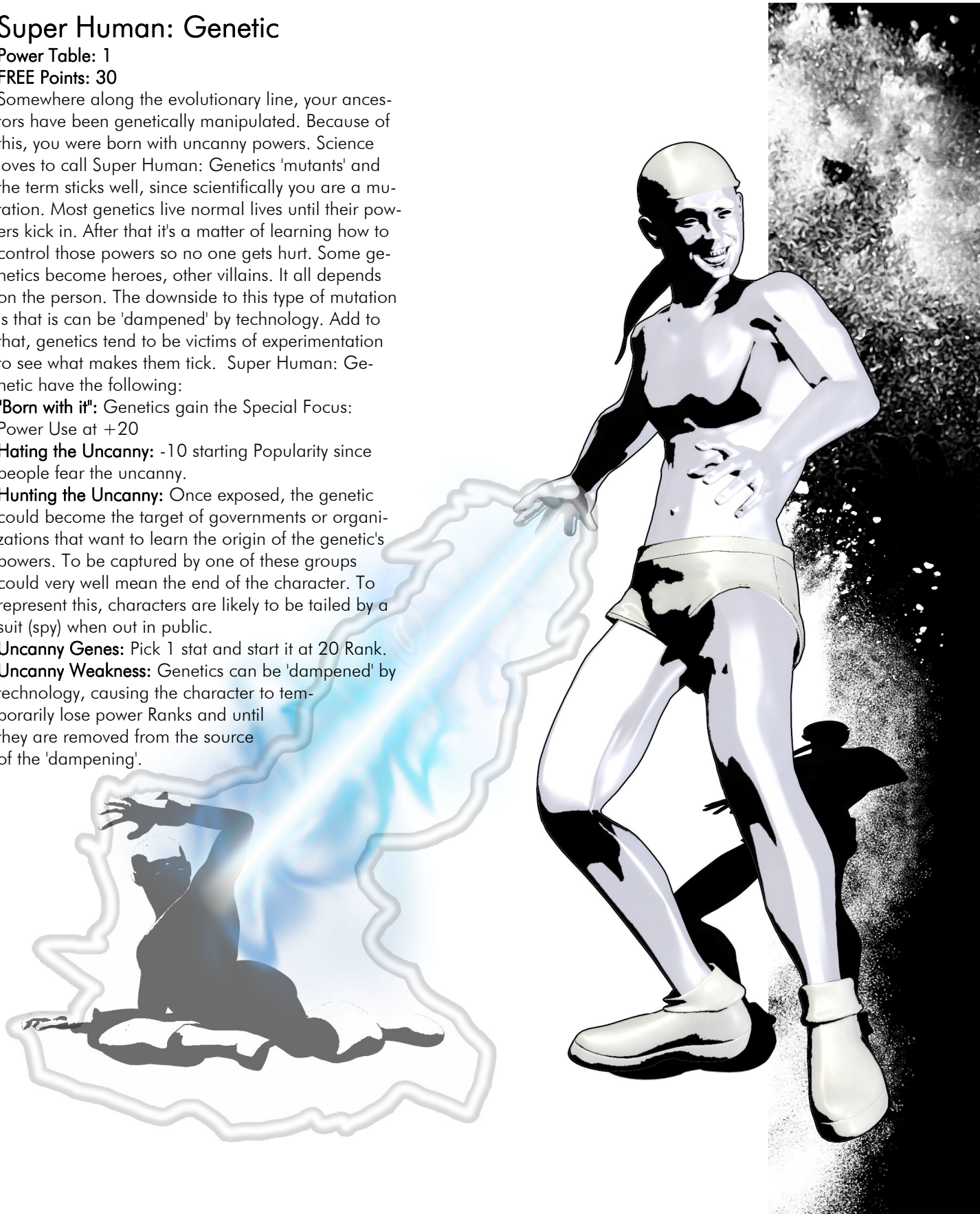
"Born with it": Genetics gain the Special Focus: Power Use at +20

Hating the Uncanny: -10 starting Popularity since people fear the uncanny.

Hunting the Uncanny: Once exposed, the genetic could become the target of governments or organizations that want to learn the origin of the genetic's powers. To be captured by one of these groups could very well mean the end of the character. To represent this, characters are likely to be tailed by a suit (spy) when out in public.

Uncanny Genes: Pick 1 stat and start it at 20 Rank.

Uncanny Weakness: Genetics can be 'dampened' by technology, causing the character to temporarily lose power Ranks and until they are removed from the source of the 'dampening'.



ORIGINS

Super Human: Magical

Power Table: 1

FREE Points: 30

Your body has been empowered by magic. It flows through your soul and veins. This happens for many different reasons. Sometimes it's because of parental magic use, sometimes it's because of a spell and sometimes it's because you have been blessed by magic. But all your greatness comes from magic energy. Without it, you are a mere mortal. All your powers are magic based too, giving you an edge against anyone vulnerable to magic. The downside is that because you are a beacon of magic, it attracts

those who wish to use you or steal your magic energies for their own use. Your life isn't bad though. You have a gift and you use it to make life enjoyable for yourself, be it helping others or making a name for yourself as an entertainer. Super Human: Magical have the following:

Aura of Magic: Anyone who can detect magic will be able to spot the character's aura with no effort at all. It also attracts supernatural creatures under the right circumstances.

"It's a kind of magic": All powers

are magic based. This means that they can ignore some types of force fields and armors (Game Master's discretion).

Magic Touch: The magical super human can use magic naturally, giving them the Special Focus: Magic at +20

Mark of Magic: Somewhere on the character's body there is a mark (symbol) of magic. This represents the area of magic that the character's energies come from.

Magic Soul: 20 Rank SPIRIT

Sight of Magic: The character can actually see invisible magical beings including spirits.

Witch Hunt: With all that magic, you'd think that people would leave you alone, this isn't the case. From Christian and Muslim radicals, to covens, there are always people out there that want to hurt you.



CHARACTER GENERATION

Super Human: Natural

Power Table: 1

FREE Points: 30

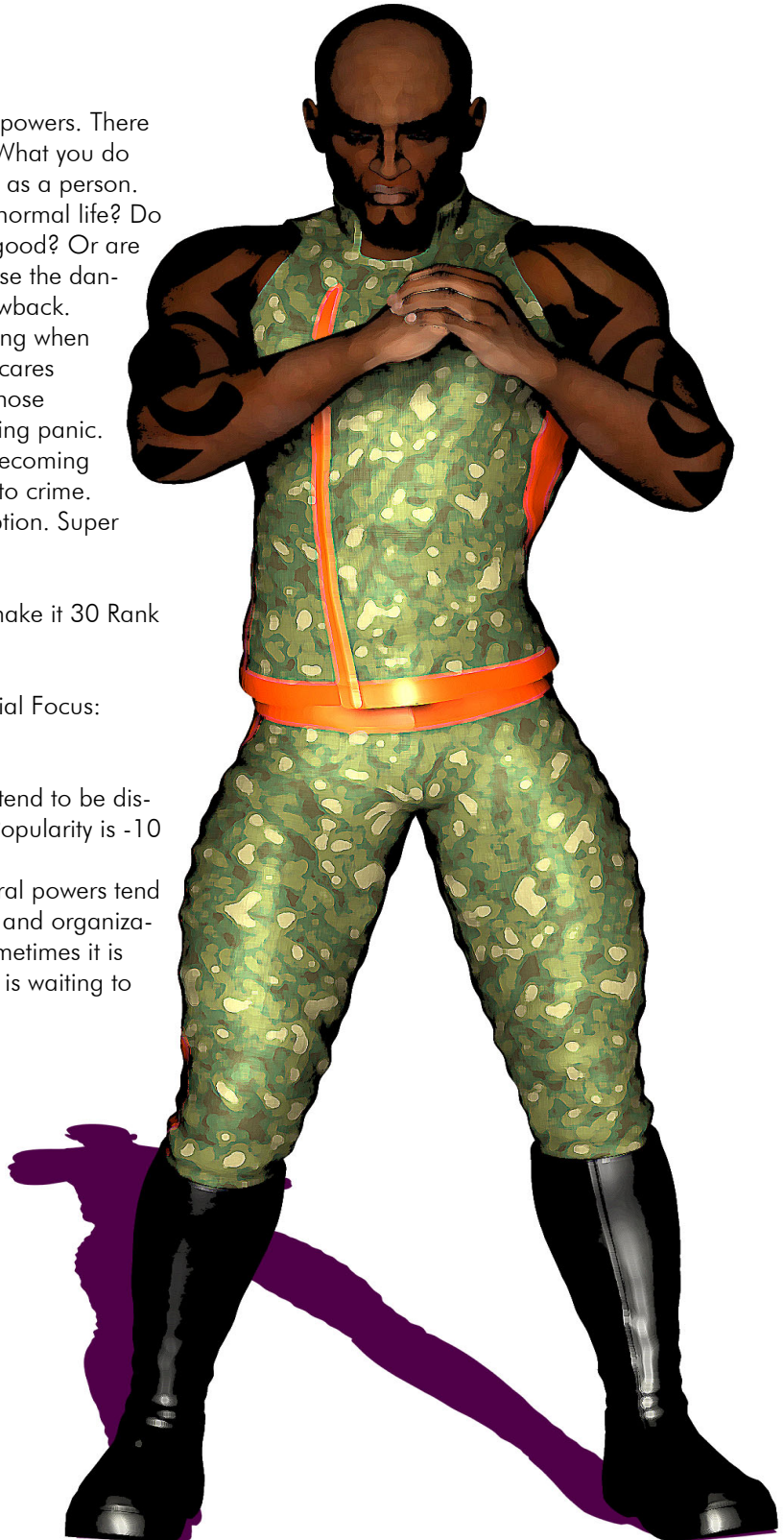
For some reason you were born with powers. There is no explanation, it just 'happened'. What you do with these powers is what defines you as a person. Do you hide them and try and live a normal life? Do you sneak around and use them for good? Or are you just looking out for you? Of course the dangers to using powers is the social blowback. People aren't quick to be understanding when you are out in public showing off. It scares them. So whenever you want to use those amazing abilities you run risk of causing panic. Most natural super humans end up becoming government heroes while others turn to crime. With great power comes great corruption. Super Human: Naturals have the following:

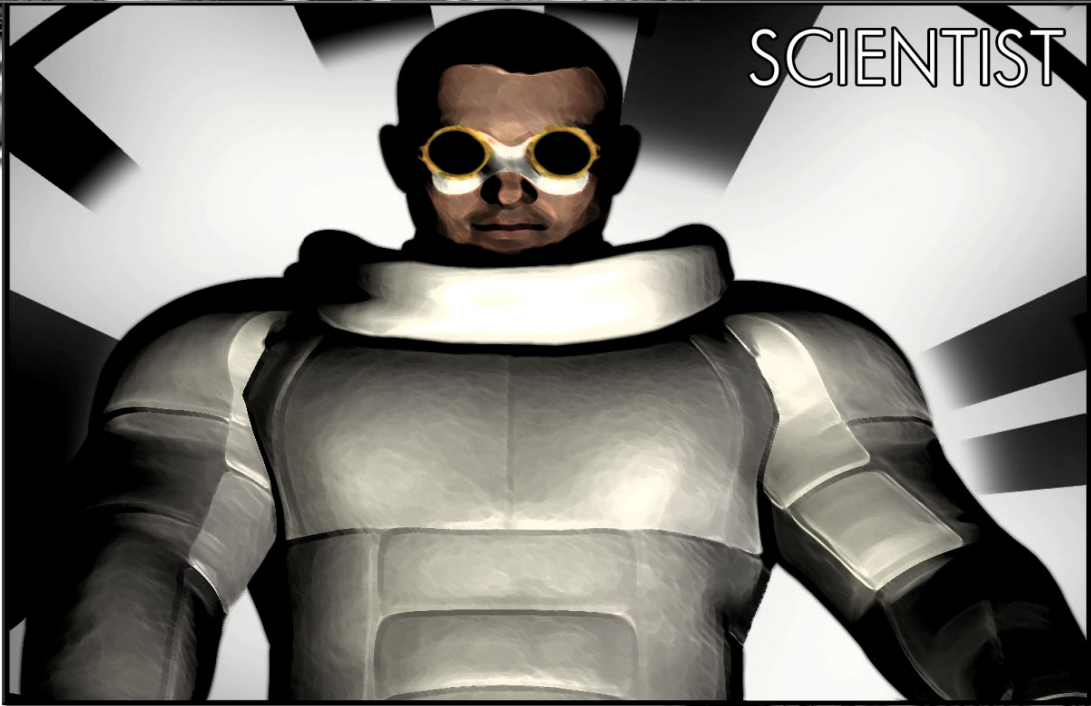
Advantage: Pick one Main stat and make it 30 Rank (starting).

"Born with it": Genetics gain the Special Focus: Power Use at +20

Disliked: People with natural powers tend to be disliked by the general public. Starting Popularity is -10

The Hidden Enemy: People with natural powers tend to draw the attention of governments and organizations. Sometimes this is good and sometimes it is bad. Somewhere out there, someone is waiting to strike.





The path of the hero
is challenging

HERO TYPES

CHARACTER GENERATION

Hero Types

These are the core of the hero. Each Hero Type is designed to provide players with direction playing their character. Each Hero Type also comes with a Special Focus (with the exception of High School Student) and some even come with Flaws or Weaknesses. It is possible to take more than one Hero Type. **For example:** *Cop/Vigilante*. Just be advised that some Hero Types have contradicting parts and that the player must pick which path they follow.

Can you stack Hero Types?

Yes. For every 10 years of age, you may add 1 Hero Type to your existing one. **For Example:** *Frenchie was a soldier and eventually became a vigilante in Paris.*

Cop

Special Focus: Law-Enforcement +20

Resource Rank: 8

Gear: Police Badge

To serve and protect. You live by it. Your life is spent on the streets making sure criminals don't rule them. You are one to follow the law and don't look kindly upon those who don't. Cops have the following:

Protect and Serve: The cop follows the law and won't allow people to break it in their presence.

The Badge: A police badge carries a lot of weight. If the cop is justified, they can flash it in order to carry out an investigation or conduct police business.

Crazy

Special Focus: (Pick a Special Focus based on your insanity at +20)

Resource Rank: 8

Flaw: Insane (MAJOR)

Somewhere along the way you just lost it. Your life is spent being crazy. Most of that time is inside a psychiatric hospital, but in times of need there are those who feel that you can do the job. This also means you have a handler. And when you get too far out of control, that handler puts you back in the hospital...unwillingly. Crazies have the following:

"Is there a doctor in the house?": Any time you are released into public there is a good chance you are going to go off the deep end. Whenever the character is exposed to stress they need to make a SPIRIT save to see if they are going to totally go nuts (50 Rank insanity).

"Take your medicine": Because you are so crazy, you

can't live in public on your own. This means if you are free without a handler, then you are going to get thrown back in the hospital. If you have a handler, you are required to medicate to stay sane. Failure to do so means back to the loony bin you go.

Crook

Special Focus: Crime +20

Resource Rank: 8

You've made some bad choices. You've run with the wrong crowds. And this is the life you have chosen. You are a low level crook with very little street credibility. But you have a kind heart in there and tend to give back to your 'hood when you can. The old ladies think you are a good person and the poor kids look up to you. Crooks have the following:

Criminal Record: When the cops run your name, a list of convictions pop up (the player needs to come up with a list of crimes they have committed during character generation).

Local Hero: Popularity in the character's home town or hood is +20, but outside of that it's -20.

Detective

Special Focus: Investigation +20

Resource Rank: 10

When it comes to seeking out the truth, you are that person. You have a keen eye for detail and that works to your advantage. As a detective you are the person people go to when they can't find the answers they seek. Detectives have the following:

Eye for Detail: 20 Rank PERCEPTION

Law-Enforcement Option: Add the perks for Cop if the detective is a police detective.

Evil Genius

Special Focus: (Pick a Special Focus based on your EVIL GENIUS at +20)

Resource Rank: 20

Gear: Secret Lab at Wealth 30 Rank

The world has heroes and the world has villains. You are something better. You are smarter, cleverer, wittier, and BETTER! So when you see villains running around threatening cities or the world, you feel like it's your mission to better them. What better way than to ally with heroes! And even though you look like a hero, you are far from it. You scheme wicked plots in the shadows and have no problem doing in an ally

HERO TYPES

when they get too close. Evil Geniuses have the following:

Lab Advantage: All inventing rolls when working in the lab are at +40.

"Mine is the superior!" If the intellect of the genius is put to question, the genius will need to make SPIRIT check versus 30 Rank taunting. If they fail, the genius will spend hours contemplating how to show just how smart they really are. This will take precedence over all else.

"Where does he/she go?": The secret lab of the Evil Genius is off the grid. This tends to make a lot of people suspicious when the evil genius just vanishes at the end of the day.

Genius

Special Focus: Science +30

Resource Rank: 20

Gear: Secret Lab at Wealth 30 Rank

You are the science geek. You graduated at the top of your class in college (or the university) and now act as the scientific advisor for someone or you run solo, using your smarts to do good for society. Nothing gets you more worked up than when someone questions your intellect. Geniuses have the following:

Lab Advantage: All inventing rolls when working in the lab are at +40.

"Mine is the superior!" If the intellect of the genius is put to question, the genius will need to make SPIRIT check versus 30 Rank taunting. If they fail, the genius will spend hours contemplating how to show just how smart they really are. This will take precedence over all else.

"Where does he/she go?": The secret lab of the Genius is off the grid. This tends to make a lot of people suspicious when the genius just vanishes at the end of the day.

Guardian

Special Focus: Power Use +20

Resource Rank: 10

In the Guardian Universe, there are heroes called Guardians. These are government sanctioned super human response teams. Most have been hauled out of harm's way and given an option: join or jail. Guardians are trained to use their powers in the most advantaged ways. But they aren't soldiers and

the ones who have no military or law-enforcement background tend to die pretty fast. Guardians are always in the spotlight, even the covert ones. Between tabloid magazines, comic books and reality TV, the life of the Guardian is one of eggshells. Every country has their own team and are allotted a five person unit. While most countries have more than that in bureaucracy ridden paperwork, only five may have a public presence at one time. Violation of this rule results in United Nation sanctions. Guardians have the following:

Hero for a Day: While on missions in public the Guardian runs risk of damaging their public image. Any damage to public property or collateral injuries to civilians will result in an instant -20 to that Guardian's Popularity. And if the Guardian doesn't do anything BAD then their Popularity jumps +10 (MAXED at +40)

'Tele-Harness': 70 Rank Emergency teleportation device that activates when the vitals of a Guardian go critical.

Uniform: 10 Rank protection from elements and physical damage.

-Vitals Monitor: Constantly monitors the Guardian's vitals and transmits back to their headquarters.

Legendary Hero

Special Focus: Pick 2 Special Focuses and make them +40

Resource Rank: 20

SPECIAL: This Hero Type is reserved for Cosmic and Demigod Origins.

You are the stuff legends are made of. People tell your tales around campfires, alien senate hearings and in ancient artwork. Your life has been dedicated to upholding all that is righteous and you do it with pride. And when you arrive, people are awestruck by your mere presence, for you ARE a Legendary Hero! Legendary Heroes have the following:

"I am Legend!": +40 Popularity

Legendary Adversary: Being a legend doesn't come without a heavy price. Someone or something out there is your equal and they would like nothing more than to see you defeated.

Many followers: The Legendary Hero has many followers. These can be fans or devout worshippers. But when the Legendary Hero is in need of help, they will be there if they can.

CHARACTER GENERATION

Martial Artist

Special Focus: Martial Arts +20

Resource Rank: 8

Your life has been spent fine tuning your body and soul through martial arts. You train hard and have discipline. And in a world that has many shadows, you are there to enlighten the unenlightened and protect the weak from villainy and tyranny. You are a walking force of one. Martial Arts have the following:

Discipline of the Body: The Martial Artist ignores non-lethal damage equal to their MOXIE. They also heal 2x quicker than a normal person.

Honor the Dojo: The Martial Artist is connected to a dojo, a school of their art. They must follow that dojo's teachings and not dishonor the sensei. To do so would make the Martial Artist a cast out. And when the dojo is in need the Martial Artist must help.

SPIRIT Strike: Once a day the Martial Artist may use their SPIRIT Rank as damage for a single attack. This represents the refined training of the body.

Ninja

Special Focus: Ninja +20

Resource Rank: 10

You are a ninja, fast and silent. You strike from the shadows and vanish without a trace. The ninja trains like a martial artist, but with more focus on the art of assassination through covert means. There are dozens of ninja clans across the globe, acting in secret. As a ninja, you have set out on your own to carry out the orders of your clan. To be the ultimate ninja hero, you must eliminate those clans who wish to do harm to humankind. Ninjas have the following:

Discipline of the Body: The Ninja ignores non-lethal damage equal to their MOXIE. They also heal 2x quicker than a normal person.

Honor the Clan: The Ninja is connected to a dojo, a school of their art. They must follow that dojo's teachings and not dishonor the sensei. To do so would make the Ninja a cast out. And when the dojo is in need the Ninja must help.

Shadow Master: Ninjas have the uncanny ability to fade into the shadows. When working in shadows, Ninja have 30 Rank invisibility from the naked eye.

SPIRIT Strike: Once a day the Ninja may use their SPIRIT Rank as additional damage to a weapon attack. This represents the devoted skill of the Ninja.

Rogue

Special Focus: Power Use +20

Resource Rank: 10

In the Guardian Universe, a Rogue is defined as someone who uses their power when they are not sanctioned to. In other words, if you aren't working for the government you shouldn't be using it. But you are a Rogue. You work for yourself or outside the law. You could be part of a covert team, a solo operative or a super villain. Life for you is tricky. If people knew your true identity, you'd be branded for life. So it's important to maintain a balance. And when you are out in the field using your powers, you rarely follow any laws set by anyone other than yourself. To make matters worse: government super humans are gunning for you! Rogues have the following:

"Secret identity above all": Your real identity is your only safety from being a complete outcast. You will stop at nothing to keep it that way. Otherwise friends and family become targets.

"Wait, you don't understand!": Even when doing good, the Rogue is looked upon as a villain. They have a -20 Popularity. In addition to that, there are many heroes that are looking to bring you in.

Soldier

Special Focus: Military +20

Resource Rank: 10

You serve in the military. Because of that, it gives you an edge in crazy situations. A soldier is trained to combat the enemy with intelligence and force. Your life is regimented and each day is a new adventure. Some soldiers end up as mercenaries, while others leave and become government operatives in covert units. When you aren't on missions, you are prepping for the next one. Soldiers have the following:

"Call of duty": As a soldier, you answer to military brass. When they say jump, you ask how high. It also means that your life is barely yours to own. But it's ok. You thrive on that lifestyle.

Nerves of Steel: When it comes to messed up things, you have seen a lot. Add +1 Rank to SPIRIT.

Uniform Code of Conduct: You are a representative of whatever military you work for. This means you can't be acting in a way unbecoming of a soldier. You are respectful and spend your off time helping the locals. To violate this code means demotion and disgrace.

HERO TYPES

Student (College)

Special Focus: Research +20

Resource Rank: 5

Having survived high school, you have moved on to college. And higher education is fun because you get to meet new people and learn new things...That is all while trying to be a hero. It's hard balancing the two major roles in your life. Professors are on you about late homework and criminals are leaving you beaten and bruised nightly. Sleep is almost a thing of the past. You live off of energy drinks and noodles. But you keep your eyes on the prize. Someday you will graduate and get a great job. But first you have to pass college composition and algebra. College Students have the following:

"Have you ever noticed...?": Your dorm peers are suspicious of your activities. You are rarely in your room and when you are, you tend to be half dead and look like you just got out of a bar room brawl. There is a good chance that someone from the campus newspaper is stalking you.

"Where is your homework?": You are constantly struggling to get your homework done on time. What little downtime you have is spent cranking out schoolwork. And your professors are calling you frequently.

Student (High School)

Resource Rank: 5

FLAW (Minor): Teen Drama

Drama, drama, drama. That is the life of a high school student. You go to school each day looking like hell because the night before you were out fighting crime and didn't do too well. There are videos of you as a masked hero on the web and people are always talking about you in the hallways. But it's not you, it's your secret identity. And most people treat you like crud. To make matters worse, you are trying to pass your classes and the school has threatened to call the Department of Human Services on your parents, while your parents are threatening to check you into a youth mental facility. Somehow you always manage to skate by and that's all that matters. High School Students have the following:

Bullied: Just because you are a super powered teen doesn't mean you can use those powers against classmates. You take their bullying because if you act, it's all over. When not in costume you are withdrawn in order to keep up appearances.

"Look at this rookie!": When in costume, you think you have the edge, but criminals never take a kid seriously. When confronting a criminal, make a SPIRIT check versus 30 Rank mocking. If you fail, you suffer a -10 to all rolls while dealing with that criminal.

Online Celebrity: While people don't take you too seriously, you have one heck of an online fan base. There are even social media pages dedicated to you and the videos people take. And for every loss you suffer that is video recorded, someone is likely to start mocking you in public... (use Look at this rookie and the -10 will apply to the entire battle with the criminals).

"Where is your homework?": You are constantly struggling to get your homework done on time. What little downtime you have is spent cranking out schoolwork. The school teachers and your parents are always on you about it.

UN Specials

Special Focus: Pick one non-combat +20

Resource Rank: 10

Origin Limits: This Hero Type is for characters with no Rank exceeding 30.

Making the unknown, known. That is the mission statement of the UN Specials. Your job is to investigate things that make no sense and make sense of it. Most of the time you are checking out crop circles and rumors of possession, but other times you are walking into the thick of it. In the Guardian Universe, there is plenty to be investigated. Between aliens, ghosts and the Ones Before, missions are always on deck. However, you aren't a police or military person. You are some person that was approached to be part of the UN Specials because you have some unique ability that is useful to the program. UN Specials have the following:

"Believe it or not": You have seen some weird stuff as an agent. When making SPIRIT checks versus the uncanny, you get +10 to your roll.

Magic Tag: The director of the UN Specials, Leon Frances, is a powerful wizard. He 'tags' all his agents in order to make sure they are doing their jobs and that they are safe. Anytime he feels his agents are in danger, he will send in backup. Of course, you know nothing about the tag and even if you metagame, he might even be watching....

"Making the Unknown, Known": Just because this is

CHARACTER GENERATION

your mission doesn't mean it goes public. Your job is to catalog and sometimes eliminate uncanny threats in the most discreet way possible. If you violate this golden rule...we'll leave that to your imagination.

Vigilante

Special Focus: Martial Arts or Weapon (pick) +20

Resource Rank: 8

Gear: Weapon of choice based on Special Focus pick

There is no justice except your own. The police have failed. The government super humans are a sham. There is only one force that can bring down crime and that is you. Vigilantes live a tough life. They spend their days working on the other side of the law fighting crime and bringing down organizations. A vigilante has no real backup and the authorities are always on the hunt for the more outspoken heroes. When you are beaten and broken, you have to explain to doctors what happened in creative ways. And when it's time to unleash your form of justice, you are as brutal as the criminals you hunt. Vigilantes have the following:

Criminal Mark: You have made an impression on a crime lord and their organization. They have put a hit out on you. To represent this, every few encounters will be connected to this criminal organization.

Dark Past: There is some reason WHY you became a vigilante and it's not pretty. You are haunted by the past and look to bring final justice to those who wronged you. Anytime you are faced with your past, make a SPIRIT check versus 30 Rank grief. If you fail, you break down in tears and act out in anger getting a +10 to combat rolls, but a -20 to any mental rolls.

"My rules are the only rules": You make your own rules when it comes to justice. Some might not appreciate that, especially police. Any time you take down a criminal there is blowback from local law-enforcement. If they see you out on the street they are likely to attempt an arrest.

Sympathetic Allies: Not everyone sees the vigilante as a bad person. There are those that sympathize with the lone hero and will help out in times of need. The player doesn't get to pick who these people are. Randomly the game master may use this during games (maybe a police officer looking the other way).

Wizard

Special Focus: Magic +20

Resource Rank: 10

Gear: Magical Abode with magical wards (Wizard must roll on Power Table 1 for Ranks)

You are experienced in the magical arts. You can cast spells and conduct rituals. Being a wizard isn't easy though. One wrong spell and the gates of Hell could open on Earth. Most of your days are spent studying the arcane and learning new spells. Every now and then you are called upon to assist in police cases and dealing with threats of a magical origin. Most of your free time is enhancing your magical abilities and knowledge. All powers the wizard might have are considered 'spells' and are magic based. Wizards have the following:

Abracadabra: There is one spell that you have mastered. When casting it you get a +20 to your roll.

"Don't rush the wizard!": Casting spells takes time. The higher Rank the spell, the more actions it takes before it is triggered. Take the Spell Rank and divide it by 10. This is how many actions it takes to cast. *NOTE: The only exception to this rule are the Hocus Pocus spells.

"Hocus Pocus!": The wizard has five spells they know by heart. The player must choose these spells. When casting these select spell at +10 to the roll.

"There's no place like home": Every wizard has a place they call home. When in this sanctuary, the wizard gets +10 to all magical rolls.

The Golden Rule: Wizards must be mindful of the laws of nature. Bringing people back from the dead, manipulating the environment on epic scales, and messing with reality all have consequences. If a wizard isn't careful they could unleash dangerous magical energies. Not to mention getting the attention of cosmic entities who are sworn to uphold the laws of nature.

GENERATING STATS

GENERATING STATS

STATS

When creating characters, players work from the base Rank of 8 across ALL their stats. As the players progress through character generation, different stats will increase or decrease, based on the creation path.

What are the Stats?

PHYSICAL

RUMBLE: The fighting ability of a character. Used for hand to hand combat and melee rolls.

AGILITY: How agile a character is. Used for dodge and agility rolls. Includes projectile powers, throwing and shooting rolls.

MIGHT: The physical strength of a character. Used for strength rolls including bending, crushing and lifting.

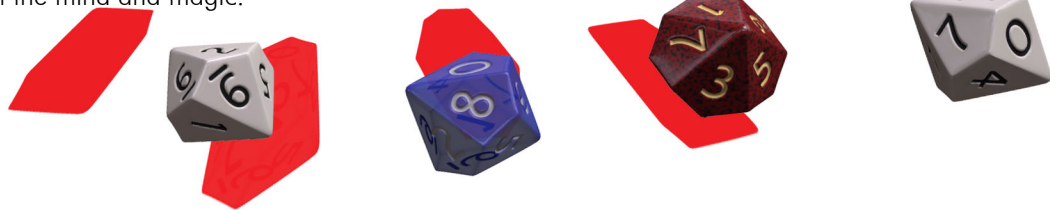
MOXIE: How physically fit a character is. Used for checks against atmosphere, poisons, toxins, and physical exhaustion. Also is how much Health characters gain per day while resting.

MENTAL

SMARTS: The intelligence of a character. Used for roles that involve the brain like understanding how something works.

PERCEPTION: How aware the character is of their surroundings. Used for observation and spot rolls.

SPIRIT: The mental willpower of the character. Used for checks of the mind and magic.



SECONDARY

HEALTH: How much damage a character can take. Equal to their RUMBLE+Agility+Might+Moxie.

WILD: A pool used to add to rolls. Determined by adding Smarts+Perception+Spirit.

Popularity: Your status with the general public. Starting Popularity is always zero unless presented otherwise in Origins and Hero Types. This changes as the character progresses in the game.

Resources: Your financial level. The amount of resources you have to survive week to week and also total assets in a single year (represented by Week #/Yearly #). Base Resource Ranks are provided in the Hero Type section, but may be modified with Free Points.

*Understanding Movement

Players take their Might and divide it by 10. This is how many yards a player may move in a single action. Players with Super Speed follow this formula:

$$\text{Might} + \text{Super Speed Rank} \text{ divided by } 10 = \text{Number of yards player can move per action}$$

When using hex or square maps, then a yard is represented by a single hex or square.

Resource Rank	Weekly Points	Max	Description
Below Average	5	10	Poor, possibly on welfare
Average	7	50	This is your average paid employee or a person who holds a manager position in a low paying field (like a restaurant or fast food establishment, maybe a mall shop manager)
Decent	20	600	This person works in a comfortable Fortune 500 company job or has a trust fund.
Extraordinary	30	1500	Small Corporation
Fantastic	40	4000	Large Corporation
Awesome	50	—	Small independent country.
Mighty			Large Country (such as Russia, Japan or the United States)
Supreme			You want it, you have it. Multi-billionaire.

CHARACTER GENERATION

VERSATILE RULE

Once a player gets done determining stats, Special Focus, Powers, Gear and Ranks for everything, they may use the Versatile Rule. It works like this: A player may take away Ranks in order to raise others.

Example: *Phil has a MIGHT of 30 and a SMARTS of 20. He wants to be stronger, so takes 2 Ranks off his SMARTS making it 8 and adds it to his MIGHT making it 50.*

This rule is great for the character that rolls for Ranks and finds that their character is all over the place.

CONCEPT FOCUS

Players will need to decide what type of focus their character has in regards to Stats. Are they smart or psychic types? Or are they physical types? Maybe the character is a balance of both? When creating characters, players pick from one of the three. The player then takes the Rank bonuses and adds to them the stat focus area.

Example: *Gina wants to be a female boxer. So she takes a Physical Focus. She has base Physical Stats of 8. So gets a +1 Rank to 3 stats. She chooses AGILITY, MIGHT and MOXIE, which go from 8 Rank to 10 Rank. That +2 Ranks she puts into RUMBLE to represent her fighting ability, which makes it RUMBLE 20 Rank.*

***NOTE:** No stat for a simple human may exceed 30 Rank. No Special Focus may exceed +40 (which is the MAX in the game)

Physical Focus: Your character is all about the body. They train hard and work out daily. A Physical Focus could be an athlete, police, soldier or vigilante type character.

Bonus: +1 Rank to 3 Physical Stats, +2 Ranks to 1 Physical Stat

Mental Focus: Your character is all about the mind and soul. They are smart or strong willed. A Mental Focus could be a detective, doctor, or scientist type.

Bonus: +1 Rank to 2 Mental Stats, +2 Ranks to 1 Mental Stat, +10 to a Special Focus involving a Mental Stat.

Balanced Focus: Your character walks the fine line between physical and mental. They appreciate a good workout and love to spend every morning testing their brains. When it comes to well rounded, the Balanced Focus is for that player that doesn't want to commit to one walk of life.

Bonus: +1 to ALL Physical and Mental Stats.

SPECIAL FOCUS

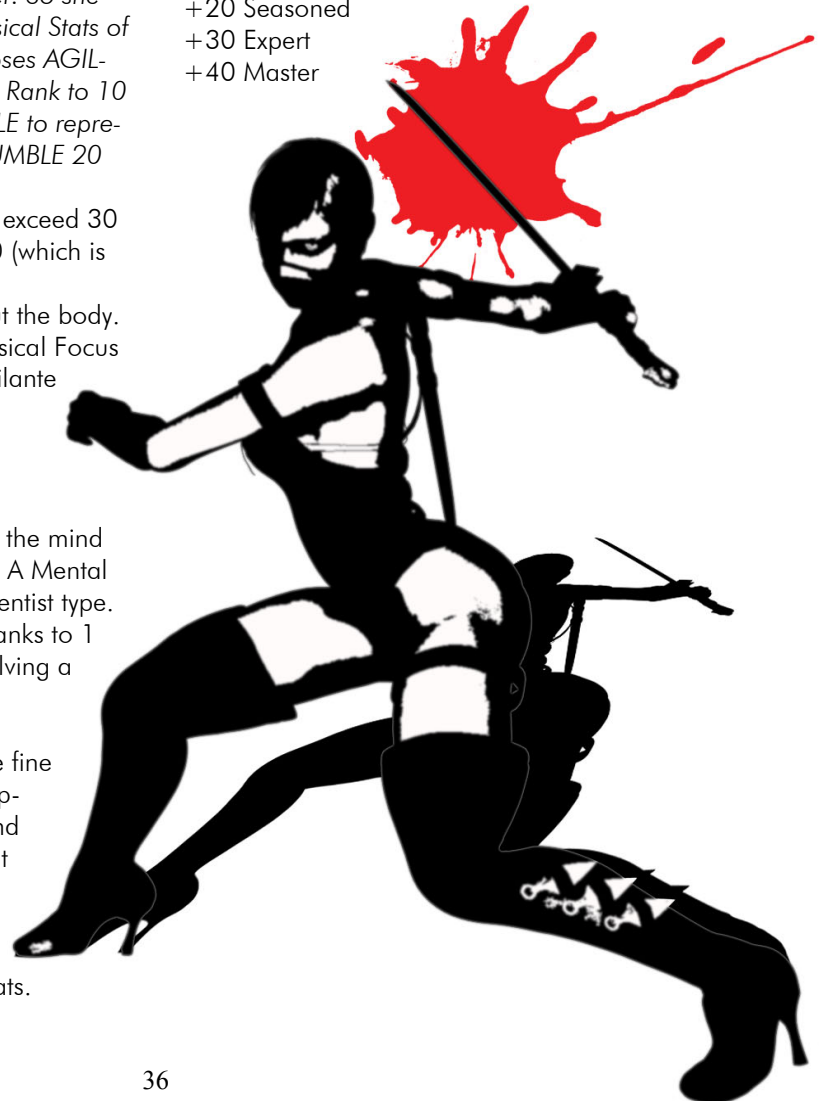
Each Hero Type comes with Special Focus. These are areas of expertise that the character is highly trained in. Most of the time the Special Focus represents the profession of the character. So a police officer would have a Law-Enforcement Special Focus which would represent the range of skills that police have including firearms, law, MOAB, and negotiation. In other cases, the Special Focus could be a single skill that the character excels at. A man with a black belt in Kung Fu would have a Kung Fu Special Focus. In most cases, Hero Types come with starting Special Focuses.

Determining Special Focus Bonus

All Special Focus skills MAX at +40 and they all start at +10. Players can use the **Versatile Rule** to tweak their Special Focus ranks.

Understanding Special Focus Bonus Meaning

- +10 Some experience
- +20 Seasoned
- +30 Expert
- +40 Master



FLAWS & WEAKNESS

FLAWS & WEAKNESS

No one is perfect. When creating characters, players may buy FLAWS or WEAKNESSES to add color to their character. When a character takes one of these, they gain bonuses to enhance other abilities and powers. The FLAW and WEAKNESS always work against the character. So while the bonus might seem like a sweet deal, living with your FLAW and WEAKNESS can be very challenging.

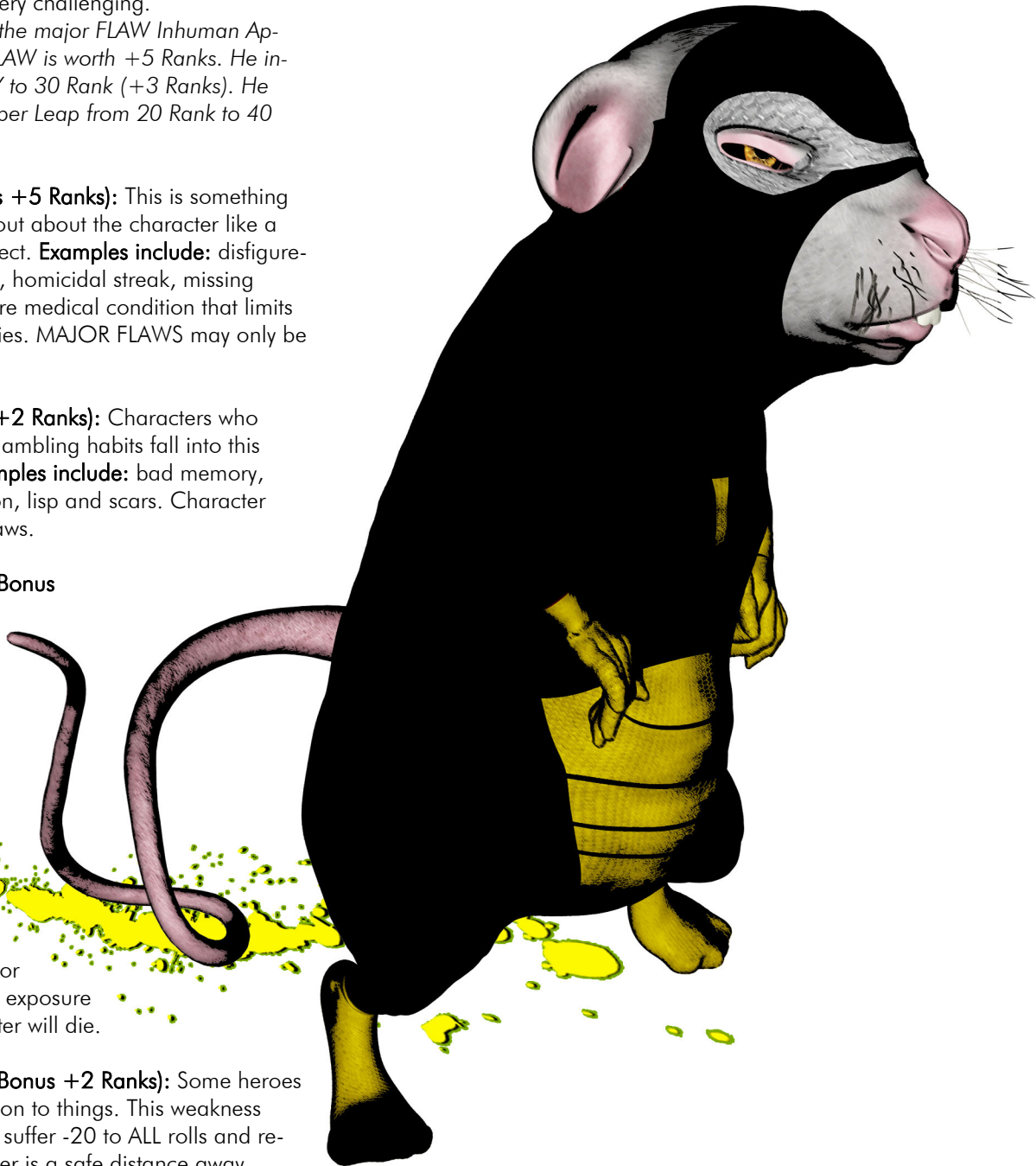
Example: Frog takes the major FLAW *Inhuman Appearance*. A major FLAW is worth +5 Ranks. He increases his 8 AGILITY to 30 Rank (+3 Ranks). He then increases his Super Leap from 20 Rank to 40 Rank (+2 Ranks).

-MAJOR Flaw (Bonus +5 Ranks): This is something that just really sticks out about the character like a serious character defect. **Examples include:** disfigurement, drug addiction, homicidal streak, missing limbs, paralysis, severe medical condition that limits the character's activities. MAJOR FLAWS may only be taken once.

-Minor Flaw (Bonus +2 Ranks): Characters who have bad breath or gambling habits fall into this category. **Other examples include:** bad memory, body odor, depression, lisp and scars. Character may take 2 Minor Flaws.

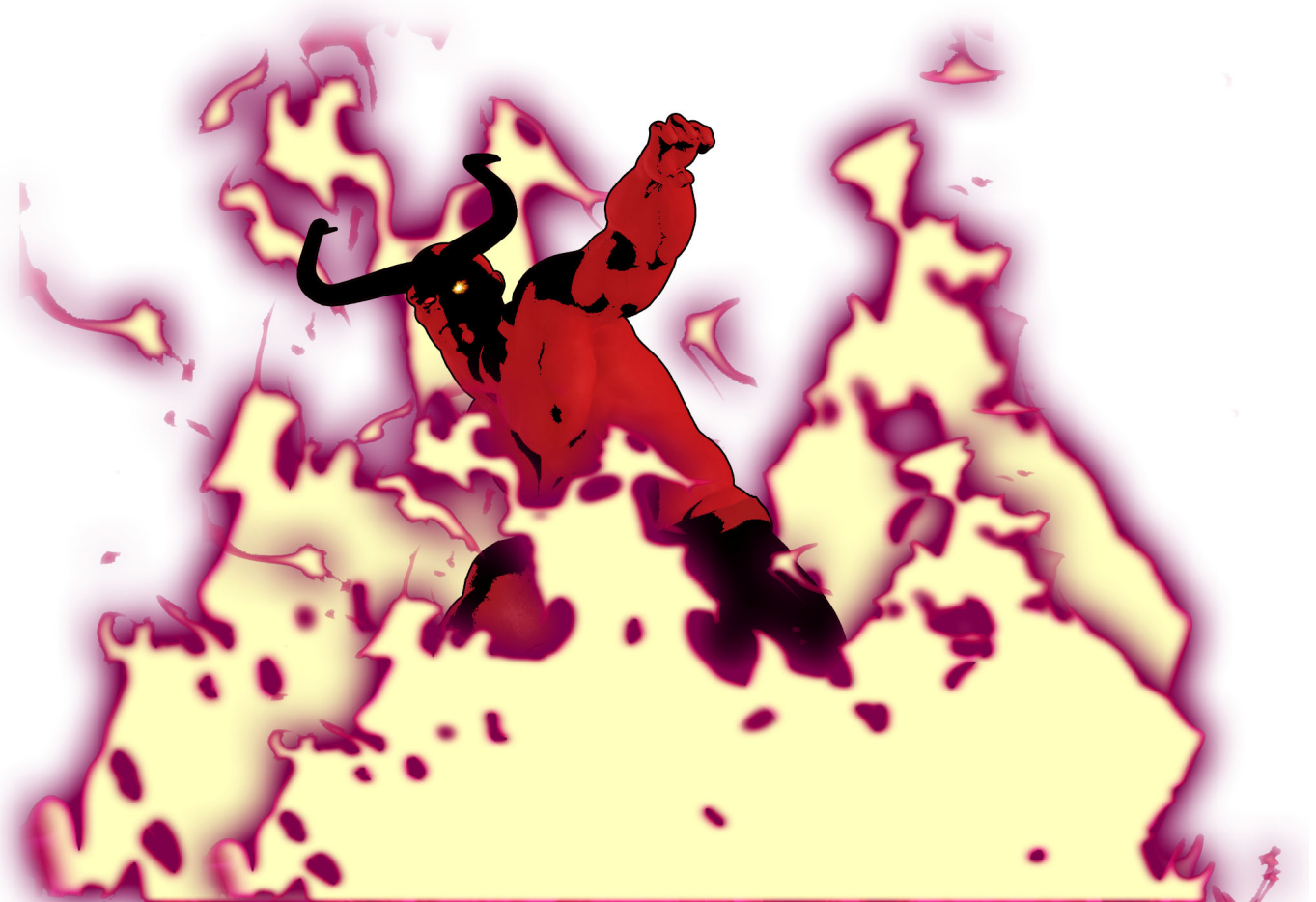
-MAJOR Weakness (Bonus +5 Ranks): If there is one thing that can KILL the character this is it. Anytime a character is exposed to it, they suffer -50 to all rolls and results. Characters will need to make a MOXIE save versus 50 Rank or fall seriously ill and if exposure continues the character will die.

-MINOR Weakness (Bonus +2 Ranks): Some heroes just have weird reaction to things. This weakness causes the players to suffer -20 to ALL rolls and results until the character is a safe distance away (usually 50 yards).



CHARACTER GENERATION

Power Table Rank	Ranks Number	1	2	3	4	5	6
Pathetic	2	1	1	1	1	--	--
Below Average	5	2	2	2	2	--	--
Average	8	3	3-6	3-4	3	1	--
Decent	10	4-5	7-8	5	4	2	--
Excellent	20	6-7	9	6	5	3	--
Extraordinary	30	8	10	7	6-7	4-6	--
Fantastic	40	9	--	8	8	7	1-2
Awesome	50	10	--	9	9	8	3-4
Mighty	70	--	--	10	10	9	5-6
Supreme	100	--	--	--	--	10	7-8
Ultra 1	150	--	--	--	--	--	9
Ultra 2	500						10
Cosmic 1	1000						
Cosmic 2	3000						
Divinity	5000						
Infinity	∞						





POWERS

CHARACTER GENERATION

POWERS

G-Core is all about the super power and the ability to use it. Powers are fun and amazing. They are things that make the character extraordinary. And with all the power comes a lot, including responsibility and restraint. Because once a hero crosses the line, it's almost impossible to come back. People will begin to fear you and politicians will try and cash in on it with registration acts.

CHOOSING POWERS

Before picking powers it's important to have mapped out the type of character you are playing and the powers that compliment that.

Choosing powers works like this:

Step 1: Roll 1d10

1-2: 1 Power

3-5: 2 Powers

6-7: 3 Powers

8: 4 Powers

9: 5 Powers

10: 6 Powers

Step 2: Choose Powers

This is where you go and pick what powers you want. Keep in mind that most Origins have some guidelines you have to follow.

Step 3: Rolling Power Ranks

Each Origin has a Power Table column listed. You roll for your power Ranks using that column.

Step 4: Tweaking Powers

Here you can use your Free Points to adjust power Ranks. You can also use those points to buy Special Focuses for your powers, making you more skilled in their use (which is important).

HOLDING BACK

Players do not need to go all out on an opponent. They can instead show restraint by using less than their Rank. A player can do as little as Pathetic damage all the way to their actual power Rank. They just need to let the Game Master know what their intent is.

NEMESIS

The **Nemesis Effect** is also a VERY important part of the game. Every power has an opposite. This is called the Nemesis Effect. If a player can turn into fire, then water can put them out. If a player fires light beams, then a mirror can reflect it. If a nemesis is equal to or above the player's Rank then the player cannot damage it or instead takes damage themselves. If a nemesis is less than the player's Rank then the damage is reduced by the Rank of the nemesis.

CLASSIC POWERS

ANIMAL FEATURES

You have some type of animal feature. It could be claws, fangs, tails, or wings. All abilities associated with the animal feature are at the Rank of the power.

Example: Tail 30 Rank has a MIGHT of 30.

Example 2: Claws 20 Rank, do 20 Rank lethal damage and can climb at 20 Rank.

Example 3: Wings 40 Rank, have flight at 40 Rank.

Example 4: Cat Eyes 30 Rank has 30 Rank night vision.

DEFENSIVE

Defensive powers offer up protection equal to the power Rank against certain attacks. For example: *Roadburn can transform into a demon form. It offers him an unnatural toughness (Natural Armor) at 40 Rank. Against normal weapons, he just shrugs them off. But magic completely ignores his tough form.*

Natural Armor

A character has rock skin, scales, tough skin, or other natural type armor. While this is resistant to physical damage, it doesn't work against mental powers and some energies.

Armor, Transformation

The player may transform into a solid or liquid material at will. The defense is equal to the power Rank. Players need to choose what they are turning into. Is it metal, plant, water, energy? They pick. It is possible to work on Power stunts if the player wants to try and toss fireballs

POWERS

while in flame mode, or they can just pick Generate Flame. The danger to this ability is collateral damage and of course the Nemesis Effect.

Density Manipulation

Players may alter their mass and in turn offer themselves defense equal to their power Rank. In higher density form a player may do hand to hand damage equal to their power Rank instead of their MIGHT. In lesser density forms they may practically phase through objects.

Force Field

With this power the player may create a field around themselves that blocks attacks. The force field works against all forms of attack including magic and psionics. If a player takes damage over the Rank of their shield they need to make a MOXIE save (equal to the damage caused to the player) or be knocked out. Something to keep in mind is that the longer you keep up a force field the more likely you are to run out of air.

Ghosting

This is the ability to walk through walls. The player may walk through material equal to or less than their power Rank. The Nemesis for this power is energy. Charged particles can do damage to anyone ghosting. If someone shuts off their ghosting power while standing in a wall they die instantly. Players may also try to drag a target with them into ghost mode and then drop them inside of objects causing their victim to take damage equal to the material.

Growth

The player may grow according to his rank (See Growth/Shrink Table). MIGHT also increases as the character grows (MIGHT=to Power Rank size).

Example: So if Bob has Growth at Awesome, but his MIGHT is only 20, then his MIGHT becomes 50 (Awesome) while he is a giant.

The increase of Might ONLY applies to lifting and damage, not to HEALTH. An optional rule to this power is limiting the Growth size to the MOXIE of the player. If the character tries to grow more than their MOXIE then they must

make a MOXIE versus the amount over their MOXIE. If the character fails then they collapse from the strain to their body.

Example: Bob's Growth is 50 Rank, but his MOXIE is 30 Rank. When growing to his full 50 Rank he needs to make a MOXIE save versus 20 Rank.

Invisibility

Players may turn invisible. Anyone trying to spot someone who is invisible will need to make a PERCEPTION check versus the power Rank in order to see the invisible person. This power doesn't work against motion and heat sensors.

Plasticity

The player may stretch, bend, bounce and do all sorts of rubbery things. This includes altering their shape. This power offers resistance equal to the power Rank against blunt, electric and kinetic attacks ONLY. All other forms of attack do regular damage.

Regeneration

This power allows players to heal damage instantly during the next turn up to their power Rank. All other damage is healed every hour equal to the power Rank. Players with regeneration also age much slower and tend to be stuck at 30 years old once they reach that age. Regeneration also works against drugs, poisons and toxins, providing quick recovery against them.

Example: Ed has Regeneration at 40 Rank. He takes 20 points of lethal damage from an explosion in the second round of actions and gets his HEALTH reduced to 10. At the end of the Turn, he will instantly heal 40 HEALTH. But it also means he needs to keep a low profile while everyone else, including the enemy, have their actions while he waits for the current turn to end.

Shape Alteration

With this power a player may change their form into someone or something equal to their own size. The only way to see through this power and figure something is wrong is to make a PERCEPTION check versus the power Rank. At higher Ranks players may turn into smaller and larger forms.

CHARACTER GENERATION

Shrinking

The player may shrink in size. See Growth/Shrink Table for specifics. Unlike with Growth, MIGHT is not affected by the change in size. Smaller sizes mean fitting into smaller places, including the stomach of animals. So it's always important to be mindful of where you shrink.

Rank	Growth Height	Shrink Height
Below Average	8 Feet	50 inches
Average	12 Feet	12 inches
Decent	14 Feet	6 inches
Excellent	16 Feet	3 inches
Extraordinary	18 Feet	1 inch
Fantastic	20 Feet	1 centimeter
Awesome	22 Feet	1 mm
Mighty	25 Feet	100 nm
Supreme	30 Feet	.01 nm

ELEMENT/ENERGY CONTROL/GENERATE

***A note on this category:** Players will need to choose whether they are controlling or generating the element. If they want to do both, it counts as two powers.

Air Control

This is the ability to control wind currents and manipulate them to do different things (like hurricane gusts and whirlwinds). This power can even be used to create a 'lift' effect so the character can glide or make others glide. To understand how much 'lift' or damage this power can do, use the MIGHT table for strength ability. This power doesn't work in areas where there is no oxygen or gasses that are free flowing. One of the nasty abilities of this power is the ability to remove air from a room.

Air Generate

Instead of being able to control air and winds, the character actually generates them. They can create the same effects as Air Control, but with an added bonus: they can create air! In hostile environments and underwater, this power can be a live saver.

Darkness Control

With this power, a character can control how

dark a room is or move shadows within a room. The catch is they need to have at least some darkness to make it work. Characters may not, however, form solid darkness. The obvious Nemesis for this power is Light Generate. Darkness Control is great for the character that works in the shadows or stalks the city at night.

Dark Generate

The character is able to create darkness, like black clouds and blackout conditions. They can also form solid darkness to be used as armor or weapons, even tools. Armor and weapon values are equal to the power's Rank.

Earth Control

This is the ability to control earth. We are talking dirt, rocks, and sand. With this power characters can create dust storms, entomb enemies, sandblast targets and shake the ground. They can even create sinkholes and crevices. The limit to this power is the material Rank of the earthly matter they are trying to manipulate. Anything that has a higher Rank material than the power Rank can't be manipulated. At higher ranks this power can start earthquakes and subdue earthquakes.

Earth Generate

This uncanny ability allows the character to actually generate earth materials from their very body! The Rank of the power determines how strong the earthly material is. This power can be used to generate armors, weapons and other odds and ends. It works great with Body Transformation: Earth or Rock Hide. The character can even generate earth storms (dirt and rock) from their bodies!

Energy Control

This power allows a character to control energy. During character creation the player needs to pick what type of energy: electricity or radiation. The power can redirect energy, dissipate it or increase it up to the power Rank. Characters can even pull energy from containment units (if their Rank is high enough) and strike a target. Energy control is great for characters that might work with dangerous energy sources (specific to

POWERS

this power).

***Note:** This power really just covers any energy not already provided in this power list section.

Energy Generate

The character is able to generate energy. During character creation the player needs to pick what type of energy: electricity or radiation. With this power the character can shoot energy beams, create solid energy objects or energy fields. Damage and shield Ranks are equal to the power Rank. Something to keep in mind with radiation powers is collateral radioactive exposure to those around you. Just because you can generate it, doesn't mean your teammates won't get radiation poisoning. And if you don't take resistance to radiation, you could be living on borrowed time. With electrical generate, characters need to be careful not to use their power when wet otherwise it could be fatal.

Fire Control

The great power for firefighters, fire control allows the character to increase, decrease, or move fire at will. Intensity is limited to the Rank of the power. This can be used as a defensive power too, intensifying the heat from a fire in order to melt incoming bullets or objects. Just subtract the Rank of the incoming ballistic attack from the power Rank and whatever is left over from the ballistic attack makes it through. The danger to this power is combustibility of materials around the fire.

Fire Generate

The character can generate fire and heat from their bodies. They can even make solid objects (just like other energy generate powers). With this power characters can cut and weld metals of lesser material Rank. The downside here is if there is collateral fire, the character can't control those fires. So it's important to be mindful of the materials around you when 'flaming'.

Gravity Control

The power to control gravity is pretty simple: increase/decrease. With this power a character can increase gravity on a target just like if they were holding them down, but at the power

Rank. Or the character can zero gravity a target just like if they were throwing them straight up. And with the right balance the character can even make someone just float. Other cool tricks with this power include levitation. To understand how much weighted pressure is being generated when increasing gravity, use the MIGHT table with this power's Rank.

Gravity Generate

Gravity generate is an odd power, because unlike control, the character literally has its own gravitational field. This can make the character seem super strong or almost invulnerable to physical attacks. They can also generate gravity wells and even micro-black holes. This power even allows the character to fly at the power's Rank. The super strength appearance is due to the character creating a zero gravity field around their limbs, making it appear like they are strong, but it's a facade because what is really happening is a collateral zero gravity of the target. Same applies to a gravity field versus physical attacks, where the attack is either zeroed out or increase in weight as it hits the field. All results are based on the Rank of the power (using the MIGHT column for strength type effects).

Ice Control

This power allows the user to control cold temperatures and increase the mass of already formed ice. A small bit of frost on a window can be turned into a giant mass of ice and the cold it radiates can be manipulated to be colder than sub-zero.

Ice Control Rank	Temperature
Below Average	32 °F
Average	10 °F
Decent	0 °F
Excellent	-20 °F
Extraordinary	-30 °F
Fantastic	-40 °F
Awesome	-50 °F
Mighty	-70 °F
Supreme	-100 °F

CHARACTER GENERATION

Ice Generation

The player with this power can create ice from their body. This power can be used for things like making ice cubes to generating massive walls of ice. Players can also project ice shards or create melee weapons. Ice generation does great with Body Transformation: Ice.

Light Control

The character with this power can increase the intensity of light into blinding glares or dim it down to a mere gray haze. There must be some light present in order to make this power work. Anyone getting 'flashed' by this power must make a PERCEPTION save or be blinded. The Nemesis for this power is Dark Generate.

Light Generate

This power allows characters to generate light from their bodies. These can be lasers, optic beams, and even hard light objects (the player needs to pick during character generation). The important thing to remember is that light reflects. So firing laser beams might seem cool until you are fighting in a hall of mirrors. Hard light armors, shields and weapons have defensive and damage values equal to the power Rank.

Magnetic Control

Magnetic control gives the character the ability to control magnetic forces around them. From bending metals to screwing up electronics, this power has a lot of potential. The character can manipulate metals equal to or less than the power's Rank. They can also stop incoming bullets and anything else metal that might harm them (or at least slow them down). Some characters are crafty and construct metal armor, which allows them to fly and have the appearance of super strength. The lifting ability of magnetic control is equal to the Rank of the power.

Magnetic Generate

You are a walking magnetic. You can attract metals to you and repel them away from you. It almost seems lame compared to control, until you really think about it. You can repel incom-

ing bullets, pull metal objects towards you like in certain science fiction movies, and really fry electronics just by walking by them (by generating electro-magnetic pulses). You can't manipulate metals to bend, however.

Sound Control

You are a walking volume control, able to make sounds go silent or increase them so loud that they can blow out eardrums and speakers. Works great against wizards trying to say magical words and the punk in his sports car with the bass blasting. It even works to silence footsteps, making someone ultra stealthy. When increasing sound into the deafening range, targets must make a MOXIE save or be stunned by the loud noise.

Sound Generate

Your mere words are enough to shatter glass and rupture eardrums. When angry you can shout so loud you can even break apart concrete. This power does sonic damage equal to the power Rank and can even stun targets (who make a MIGHT save against it). When used against materials, it can shatter objects of equal or lesser material Rank.

Water Control

You have the ability to control water. You can make waves and push the tide out. You can even make water walls with water that is available to direct it at a target to push them back. This power only works if there is water present. It can't increase the volume of water, however, which really limits its use. The more water available the more of an impact it can have.

Water Generate

For some reason you can produce excess amounts of water and use it to attack targets, flood areas, and form water walls. The density of the water is equal to the power Rank. This power is great for shorting out electronics too.

Weather Control

Characters can control local weather. This includes raising and lowering temperatures, causing blizzards, ice storms and other unfriendly

POWERS

meteorological events. Characters may also summon lightning bolts. This power only works outside where weather naturally occurs.

Weather Generate

Somehow you body can generate weather conditions, which also means, unlike weather control, you can create conditions in unnatural places like inside buildings and caves. Once you get a weather condition started, it goes until the condition fades (1 turn per power Rank).

MENTAL

Communicate with Animals

This power allows characters to communicate with animals. If the Rank of communicate with animals is higher than the SPIRIT of the animal, the character can try and control the animal (animal's SPIRIT versus the character's power Rank). Players will need to decide what types of animals they can communicate with, however. Is it insects, mammals, sea life or something else?

Dominate

The only willpower is yours with this power. You can push your will upon the weaker minded and control them. The target must make a SPIRIT save versus the power's Rank. If they fail, the victim will follow any order given without question. If they are ordered to do something completely against their moral compass, they may make one more SPIRIT save to see if they can break control. If the victim fails....they are under control until the character deems them no longer necessary.

Hypnosis

The character with this power can put victims into a trance. While under, the victim will follow simple instructions. In most cases, this power is used to get answers from unwilling suspects. The target needs to make a SPIRIT save against the Rank of this power. If they fail they are hypnotized.

Idea Plant

This power allows a character to plant suggestions in the minds of their victims. This is not mind control, but more of a hidden idea that constantly bugs the subconscious of the victim until they do it. When used, the victim must make a SPIRIT save versus the power's Rank. If they fail, the idea is implanted in their mind. Once the idea is carried out, the implant fades and the victim will have no memory of it.

Illusions

By using the power of your mind, you can make people think they are seeing things that aren't really there. If the intended target fails a SPIRIT save against the illusion, they will really believe that what they are seeing is real. It also means if the illusion is doing illusionary injury to the victim, they will feel the pain (and need to make another SPIRIT save or pass out from the imaginary damage).

Force Field Projection

This version of a force field projects the force field beyond the character and can be used in several different ways. The field can be used to catch a falling object, force attacks, shield characters, and even bubble around a target's head so they can't breathe. It can even be used to levitate the user. Each ability is equal to the power's Rank (so levitate could lift weight equal to the power's Rank on the MIGHT column). If the force field is ever broken, the character makes a MOXIE save against the remaining damage. If they fail then the character is knocked unconscious.

Mind Blast

By focusing your mental energy, you can strike out with a pure psychic blast. This attack ignores normal armor and anyone hit by it needs to make a SPIRIT check versus the power's Rank or be stunned for a turn. If someone were to be killed by this attack, their head simply explodes.

CHARACTER GENERATION

Mind Cloud

You have the ability to cloud the minds of those around you. If the target fails their SPIRIT save against the power's Rank then the victim must subtract the Rank of the power from ANY PERCEPTION checks they make.

PSI

PSI or Psionics is a manifestation of psychic energy into a solid, tangible form. Characters can literally create armor, objects and weapons out of pure psionic energy. With the right imagination, a character can become a powerful hero. All armors and weapons do damage equal to the power Rank. It's important to note that because PSI is solid, it doesn't ignore armors.

Psionic Blade

This more refined version of PSI allows the character to create a blade of pure psionic energy. This blade does lethal damage to a target. The more dangerous aspect of this power is when used against armors, the armor Rank is halved versus the psionic blade Rank! Which means an armor at 30 Rank would be only 15 Rank against a psionic blade.

Psionic Scan

You can scan thoughts and even DNA for information. It can pull fingerprints and footprints from inorganic surfaces too. In most cases the character can 'psi-scan' a room like a sensor sweep, detecting odds and ends. When scanning a room with active deception (hiding, invisibility ect) the character pits their power Rank against the deception Rank of the opposition.

Psychic Surgery

You have mastery over the human body. You can literally reach inside of someone and repair injuries with your mind. While you cannot heal someone, you can stop further damage to the person you are trying to help. Examples include: setting broken bones, clamping ruptured arteries and other 'medic' tasks.

Read Mind

This power allows the character to read minds. The character simply pits their power Rank against the target's SPIRIT Rank in a static

check. If the character wins then they can access the target's memories and if they fail, then the target feels as if someone is picking at his mind.

Read Object

By simply touching an object a character can instantly see its history. The higher the Rank of the power the further back the history goes. So a player with Read Object at 20 Rank could see the last 20 people who handled it.

Telepathy

This is the power to communicate with people with your mind and read their surface thoughts. A target may resist a mind read by making a Spirit save against the power's Rank. Another side trick of telepathy is a mental scream, that can stun a victim if they fail a SPIRIT save. Other fun things with telepathy include making people hear voices and confusing people with garbled messages.

Telepathic Locate

The character with this power can locate people, places or things by concentrating on them. Range is determined by Rank=10 Miles. Range can stretch further if more time is given. When a target is spotted the character will know exactly where the target is on a map.

Telekinesis

You are able to move objects with your mind. The weight is determined by the MIGHT column. You can also do telekinetic punches and other physical things with your mind. Against armor, telekinesis can reach inside and do damage, but not through exterior force. Example: reaching your mind inside a power armor and disconnecting a circuit using telekinesis.

POWERS

MOVEMENT

Flight

This power grants you the ability to fly. It can be winged or wingless. You can only carry someone along with you if you have a high enough MIGHT to carry their weight. Something else to keep in mind is if you smash into something at the Rank of speed you are going, you will take that for damage! With all these hazards, it's still easier than walking.

Speed Rank for Powers	Land	Air
Below Average	25 mph	50 mph
Average	75 mph	150 mph
Decent	100 mph	200 mph
Excellent	125 mph	250 mph
Extraordinary	150 mph	375 mph
Fantastic	175 mph	500 mph
Awesome	200 mph	675 mph
Mighty	225 mph	750 mph
Supreme	250 mph	1,000 mph
Cosmic 1	-	
Cosmic 2	-	
Cosmic 3	-	
Infinity	-	

Gliding

You are a flying squirrel, able to catch wind currents and glide around. Unlike flight, this power requires you to have something natural to keep you flying and eventually you will land whether you want to or not.

Leaping

The player can leap great distances. Distance is equal to power Rank=Yards.

Super Speed

You can move at super speed. In some cases you move so fast people can't see you. For your exact ground speed refer to the Movement chart. In addition to fast speed you get extra actions (1 extra action per Rank of the power...30 Rank=3 actions). But there is even more. You can swing supersonic punches that do damage equal to the power Rank at the cost of all your bonus actions for that turn. Dangers that go along with super speed include: crashing, slipping, splatting.

Teleportation

With this power you can instantly vanish from one spot and reappear in another. When teleporting line of sight, there is no real risk. But when teleporting long distances or blindly, the character must make a MOXIE save against the power Rank or be stunned for one turn. The downside to this power is that if you teleport into a solid object you will die instantly. And if only part of you does, that part will be cut off. Cool tricks with teleportation include blinking (teleporting all around a target and wacking them) and grab and drop (grabbing onto a target and teleporting high up and dropping them). It's even possible to teleport in order to avoid an incoming attack power Rank check versus incoming attack roll).

Wall-Crawl

You are a like a spider, able to crawl on surfaces like walls and ceilings. The only limitation is you need to have direct contact with that surface, which usually means no gloves or shoes. See the Slickness chart to see what types of surfaces you can cling to.

OFFENSIVE

***Offensive Range** falls under the discretion of the Game Master. Usually range is equal to the Rank times 5 in yards. On a hex or square map players take the power Rank number and divide it by ten. This would represent how many hexes or squares in range. All damage is equal to power Rank.

Body Projectiles

You can produce spikes, spines, or bones that can be shot at a target. There is no limit to how many times you can do this.

Energy Beams

You are able to fire energy from your body. The energy isn't anything 'known' and has no ill effect on you.

Optic Beams

This is your more classic super power that shoots uncanny energy from your eyes. When focused it can cut through armor (armor pierc-

CHARACTER GENERATION

ing lethal damage) and all out it can act like a massive fist doing blunt damage.

Poison

The character secretes a toxin that is poisonous to most people. Anyone exposed to this poison must make a MOXIE save against the power Rank, otherwise that person succumbs to the poison (suffering damage each turn equal to the power Rank). This power can be nullified by a vaccine strong enough to impact the poison (vaccine needs to be a higher Rank).

Stun Beams

The character shoots beams of stunning energy from their body. A victim must make a MOXIE save equal against the power Rank or be stunned. If the victim fails they are knocked unconscious for the number of rounds equal to the power's Rank.

Webbing

You can produce webbing from your body that has stickiness and material strength equal to the power's Rank. The webbing is sticky and will adhere to anything of equal material or less. Anyone caught up in this webbing will be stuck there until someone gets them free or the webbing dissolves. Webbing lasts for the number of turns equal to the power's Rank.

RESISTANCE/IMMUNITY

Immunity

You are immune to certain effects like drugs, poisons, and toxins. The player must pick what thing they are immune to. (See Example 2 in Resistance for rule clarification).

Resistance

You are able to resist effects of a specific exposure (like cold, heat, radiation, toxins ect). When using this power against effects that need saving rolls, subtract the power's Rank from the effect's Rank, then continue with the regular check.

Example 1: A character with 40 Rank heat resistance who gets hit by a 50 Rank heat beam will only take 10 damage.

Example 2: A character who has 30 Rank resistance to poison, gets exposed to a 40 Rank poison. The Rank of the poison is now 10.

SENSES

Infra-vision

This is the ability to see in the dark. Anytime a player is in complete darkness they may add their power Rank to their PERCEPTION.

Super Hearing

Your hearing ability is uncanny. When making PERCEPTION checks using hearing, add this power's Rank to the roll. The danger to super hearing is all sonic damage is DOUBLED and loud noises will cause a lot of discomfort to the character.

Super Sight

Your eyesight is uncanny. You can see tiny things and things at a great distance with ease. When making PERCEPTION checks using vision, add this power's Rank to the roll. If exposed to bright light, the character needs to make a MOXIE save versus the light intensity or be blinded for 1 minute per Rank of the light intensity. If the character is hit by a light double the Rank of the super sight and fails the MOXIE save they are permanently blinded.

Super Smell

Your nose is super sensitive. When making PERCEPTION checks involving smell, add the power's Rank to the roll. Extreme odors will make the player sick and they must make a MOXIE save versus the Rank of the smell.

Super Touch

Your skin is extra sensitive. Because of this you can pick up on textures that normal people couldn't and sense the smallest vibrations or currents. Shocks, extreme heat and cold or other tactile senses at extreme levels require the character to make MOXIE save against the intensity of the effect. If the character fails they are stunned and become numb all over.

POWERS

Sixth Sense

Attuned to the universe is the best way to describe Sixth Sense. The player with this power adds the power Rank to their PERCEPTION when making ANY PERCEPTION check. If the character succeeds then the game master needs to inform them of impending danger. If the character fails then the game master gives them a hint.

SUPER STATS

RUMBLE

You are an unnatural born fighter. You have the uncanny ability to throw down above and beyond the natural ability of a normal person.

AGILITY

Flipping, rolling, twisting, turning, all at an uncanny level is what can you do.

MIGHT

Your muscles are beyond normal human levels. You can lift super heavy things (based on the Rank of this power).

MOXIE

Your body can withstand things that a normal human couldn't withstand. It allows you to push yourself harder and last longer when pushed to the MAX.

SMARTS

Brains. You are super smart. You can process things that a normal mind couldn't. You can outthink your adversaries and use that knowledge to achieve your goals.

PERCEPTION

You are VERY aware of things around you. Unlike a normal person, you can pick up on details and are hard to surprise.

SPIRIT

Your willpower is beyond normal. You are hard to break and your ability to command the mind is impressive.

WEAPONS and OTHER ODDITIES

Blessed Weapon

This is an item blessed by higher powers. The higher power can be cosmic or divine. But the weapon is directly connected to that entity. When holding the blessed weapon, the character is granted all of the following:

Increase 1 Stat +3 Ranks

Increase 2 Stats +2 Ranks

Assign 2 powers to this weapon (Roll Ranks on Power Table 6)

Material of the Blessed Weapon is 100 Rank.

***NOTE:** Once physical contact is broken between the wielder and the weapon, the wielder reverts back to normal. It is also important to note the instant power effect when someone grabs the weapon. There is a flash of some type (determined by the player) as the character transforms.

Secret Hideout

This is your secret hideout. It is constructed by rolling on Power Table 1 to determine how many resources went in to constructing it.

Example: Jay wants Enforcer to have a secret base. He rolls on Power Table 1 and gets Fantastic (40). So Jay will be able to build the hideout like he had 40 Rank Resources.

Sentient Weapon

This weapon has a soul and can commune with the wielder. The sentient can be anything from a spirit to an artificial intelligence. Roll for SMARTS, PERCEPTION, and SPIRIT on Power Table 1. Material Rank of the Sentient Weapon is also rolled on Table 1. It also comes with one power (Rank determined on Power Table 1).

Sidekick

Some heroes like to take younger heroes under their wing. This is the sidekick. Sometimes the sidekick is weaker and sometimes the sidekick is someone who feels the need to follow the hero. Create a sidekick like you would any other hero.

CHARACTER GENERATION

Super Vehicle

You have a vehicle that is considered 'super'. You either built it or someone else did, but it's yours to use. When creating a super vehicle, players pick a common vehicle and roll on Power Table 1 for new stats for it. Any powers for the vehicle come out of the initial character creation process.

Example: *Mary rolls for her powers and gets 3. She chooses Super Vehicle as one. She then takes another power and adds Ghosting to her car (the car can turn intangible). She may now choose 1 more power.*

Super Weapon

When it comes to weapons, this is the one you want to have. It's SUPER! Players choose what type of weapon it is (from the Weapons Table) and modify the damage by rolling on Power Table 1. Of course, the weapon isn't indestructible and once destroyed it's gone for good. The weapon is also attuned to the character only and may not be used by anyone else.

TECH

***NOTE:** Most of these powers only work on the technology native to that character's world. In the case of alien tech, the powers might need a learning curve. Game Masters should keep this in mind when mixing up tech from different planets.

Tech Absorb

With this power a character can actually absorb technological items into themselves making it part of their being. Once the item is absorbed; the player may control it with simple thought. The limit to this power is it can only absorb tech equal to the user's power Rank (which represents the power's SMARTS). So a character with 20 Rank Tech Absorb could merge with a motorcycle or maybe a machine gun. They couldn't merge with a laser cannon that did 40 damage, because their power doesn't comprehend above 20 smarts.

Techno-kinesis

You can literally think a machine apart or together (as long as you understand the complexi-

ties of it). Small pieces will detach, pins will pop out and screws will unscrew. The pieces then hover in the air until the character lets them fall. This power sometimes gets confused with magnetism, but upon closer examination, it impacts all parts, not just metallic ones.

Tech Link

You can directly link your mind into the control mechanisms of high tech items like computers and bypass the tedious work of typing commands. What makes this power handy is the character just needs to touch the tech for this power to work. Great for hacking card readers, electronic doors and other computer based tech. The power only works on tech equal to the power's Rank. A computer with an Artificial Intelligence of 40 cannot be linked with a power 30 Rank.

Tech Phase

Your body can literally turn intangible and merge with technology, taking control of it. This power works just like Astral Projection and Possession. If the character is tech phasing a robot, the character's AGILITY and MIGHT are limited to the robot's AGILITY and MIGHT. Against artificial intelligences, characters need to roll a SPIRIT save against the AI of the machine. If the character wins, they can take control.

Example: *Titen has built himself a powerful robot with no artificial intelligence. The only way it can be used is when he Tech Phases into it. So when Titen needs it, he just walks up and phases into it.*

Tech Read

When it comes to handy powers, the ability to instantly understand technology comes pretty close to the top of coolness. By simply touching a device, the character can understand how the device works and use it. This power works like a Special Focus. When the character is holding the device they can add this power's Rank to the use roll.

Example: *Alex has Tech Read at 50 Rank. He has snuck into a villain's lab and is scoping out the inventions. Alex picks up a device and his power kicks in. It's a biological scanner. Anytime*

POWERS

Alex uses this scanner, he can now add +50 to his rolls (because his Tech Read is 50 Rank).

Tech Telepathy

You have the ability to talk with machines like they were actual people. Of course chatting with a toaster won't get you very far, but sending a distress call out to an automated 911 center could be of great help.

Some characters might even have a hall of armor where they can telepathically summon a new suit if the one they are using gets damaged or destroyed. This power is limited when a machine has firewalls and internal defenses. In that case, the character would need to roll off against the defense.

Example: Chuck has Tech Telepathy at 70 Rank. He uses it to communicate with his armors. While on a mission, Chuck is pitted against a monster of robot. It has a SPIRIT of 40. Chuck tries to power it down. The Game Master rolls for the robot: 1d10+40 versus Chuck's 1d10+70 (Static check). The robot gets 80 and Chuck gets 120. Chuck will be able to power down the robot.

NECRO POWERS

*NOTE: Necro powers are based around the dead.

*Power Rank x10= The MAX age of dead that can be effected by the Necro Power. (Applies to all Necro Powers)

***Example:** Dead Commune at 40 Rank means a character can talk to a corpse that is 400 years old. But not older.

Dead Commune

You have the ability to communicate with the dead just as if the dead were alive. This isn't communication with spirits, but the actual corpse (with a spirit attached). The longer someone has been dead, the harder it is to talk with them. Just multiply Dead Commune's Rank by 10 and this is how old of a corpse you can talk with.

Hemo Control

You can manipulate blood like an element. This is a dark power, however, allowing you to liter-

ally pull the blood through a victim's skin or make their blood stop flowing, in turn killing them. This power works just like Water Control when it comes to power tricks.

Necro-Bond

Did you lose a limb? No problem, head to the local morgue and grab a used one. After all, a corpse won't need it. You can literally take a dead body part and attach it to you like it was naturally part of you. The limb works just like a normal one, but it looks...off. It works like Reconstitute, but with dead parts. The downside to this power is the dead part continues to decay, meaning it will eventually need to be replaced.

Necrokinesis

You have the ability to control corpses like puppets. This could be as simple as controlling a limb to actually puppeteering a corpse. Necrokinesis is a great party trick, but on the battlefield it can mean life or death. The corpse being controlled has no soul and only moves as long as the character is concentrating on it. Once concentration is broken the corpse stops moving.

Necro-Possession

You are able to transfer your spirit into a corpse and use it like it were your own body. While you are in the corpse your own body is vulnerable to possession. The good thing about possessing a corpse is you don't feel anything. It's like wearing clothes, even if the stinking outfit you are wearing is taking blasts from shotguns.

Necro-Revive

By touching a corpse, you thrust the original soul back into it (as long as the soul isn't destroyed or unavailable for whatever the uncanny reason) and the body comes back to life. But this life is walking dead. It has its soul and can function like it did in life, but it will continue to decay. It's a great way to keep an old pal around after they have been killed or if you need a guide to an ancient temple.

CHARACTER GENERATION

Necro-Weave

Your body can generate a strange armor using parts of the dead. Some Necro-Weaves are almost web-like, others flashy organic looking suits, while others look like a Victorian Frankenstein monster. It's all up to the user. This armor is resistant to all forms of damage up to the power Rank. It also can regenerate the user at HALF the power's Rank. The downside is the Necro-Weave also generates 'Fear' at HALF the power's Rank, meaning that people who are around someone using Necro-Weave must make a SPIRIT save versus the Necro-Weave Rank. If the person fails they are scared and will not go near the user. If the person wins, then they have an uneasy feeling about the Necro-Weave user and will still be cautious.

ADVANCED POWERS

Acid

You are somehow able to secrete or spit acid that is able to eat away at any material it comes into contact with. The acid remains active for the number of Actions equal to the power's Rank divided by 10. Each action that the acid is active, it continues to do damage equal to the power Rank. Any materials hit by the acid also lose material Rank. The acid can even work against higher Rank materials of an Earthly nature (but not against cosmic or magical materials), causing the material to lose Ranks and making it weaker. Other Acid options include things like Acid blood.

***Nemesis** for this power is Glass, which can contain the acid.

Alter Ego

You are an everyday person until you activate your powers. For magical characters it could be a mystic word. For tech characters it could be hitting a button that makes the armor or gadgets appear. Or maybe even a psychic power up flash. But in normal form, you have no special abilities at all. So characters with Alter Ego need to create a second set of stats for their 'norm' mode (rolling on the Human Column).

Animate Object

For some reason you are able to bring inanimate objects to life. What is brought to life is limited to the material Rank of the object and the character's power Rank. So if the character wanted to bring an army of toasters to life, they would need Animate Object at 8 Rank. While a character who wanted to bring a large dump truck to life would need this power at 40 Rank. Once animated, the object assumes the personality of the user. If the user is evil, then the objects will take on a sinister form. If the user is friendly, the objects would look more cartoonish. The stats for the objects are equal to HALF the power Rank, EXCEPT for Moxie and Might which are equal to the power's Rank or the objects Material Rank (whichever is lower). For MENTAL stats, use the Crook stats (in the G-Core rules).

Example: Mage casts an Animate Object spell (50 Rank) on a closet of brooms. Each one comes to life with the following stats: R: 20, A: 20, MGT: 4, MX: 4.

Astral Projection

For some reason you are able to separate your soul from your body and travel in spirit form. While in spirit form you are able to walk through walls and avoid any damage that isn't psychic or magic. You are also partly invisible (appearing as a ghost). You are also able to enter the astral plane, a place where the living can commune with the dead. While in Astral form, characters are exempt from any physical limitations that they might have in their normal bodies (someone confined to a wheelchair could walk). The downside is, the character's body is spiritually empty, allowing someone else in astral form to enter the empty husk and take control. When pitted against others in astral form, all the character's physical stats are equal to SPIRIT and the Rank of Astral Projection represents any non-psychic powers character might try and manifest (like astral armor or astral weapons). Psychic powers work like normal while the player is in astral form. If a player dies while traveling as a spirit, their body will remain comatose until another spirit takes control.

POWERS

Bestow Power (Unstable)

You have been gifted with the great power of 'gifting' powers upon other people. The downside is this 'gift' is extremely unstable and doesn't last very long. But it gets the job done. The power only lasts for the number of hours equal to the Power Rank. At the end of that time the ordinary person's body breaks down due to the genetic strain and turns into either a pile of goo or ash. During the 'gifted' time, that person may also increase that 'gift' Rank by one each action until it goes two Ranks above the Bestow Power Rank. Once it hits two Ranks, the very next action the 'gifted' will literally turn to mush. For each power granted to a single ordinary person, that person will begin to show physical mutation (blisters, tumors, warts). The max number of powers a normal human may be granted is three. After that the body breaks down the instant a fourth power bestowment is attempted. If by any chance Power Bestow is used on a mutation, the target will transform into something less than human based upon that mutation's natural powers. On the up side, the mutation who has been 'gifted' won't break down when time runs out. They will, however, maintain their mutated appearance.

Bomber

You are able to generate energy bombs! The character with this power can generate energy bombs that do Stun damage equal to the power Rank. The bombs can be set to go off on impact or time delayed. Range of the explosion is equal to the power's Rank in feet.

Bone Overgrowth

You take the expression 'boned' to a whole new level. Your body produces excess bone that literally penetrates your skin making you look inhuman. Some characters can even break off pieces of bone to use as weapons. The downside to this is it causes accelerated bone growth in that same spot which can make the character look even more unsightly. The bone material is equal to the power's rank and does two types of damage. Sharp bones do Lethal damage while blunt bones do Stun damage.

Bounce

Your body can become just like a rubber ball. Objects that hit you will bounce off and if you fall from great heights, you will bounce on impact with the ground. Anyone hitting the character will either get bounced back or cause the player to bounce. If the attacker has a higher Ranked MIGHT, the character bounces, if not the attacker does. This works against all blunt physical attacks offering protection from blunt physical attacks equal to the power's Rank.

Breathe Underwater

Be it through gills or natural oxygen absorption, this power allows you to breathe underwater. Lower Ranks of this power offer basic water adaptation while higher levels mean that you can draw oxygen from the most ridiculous fluids (like a glass of water).

***NOTE:** Players might want their characters to be full time water breathers, in which case they could take Breathe Air (allowing them to live out of the water)

Chemistry Mimic

You are able to mimic (copy) any chemical substance that you come into contact with, limited by the Rank of the chemical or the power's Rank. A character with Chemistry Mimic at 30 Rank could mimic a 30 Rank chemical.

CHI

Your body and soul are in perfect harmony. This allows you to tap into your inner CHI and manifest it with amazing results. This could be in the form of regeneration or some kinetic super attack. But CHI works like a pool. And once used, it takes time to recover that energy.

Pool= Power's Rank

Recovery of CHI=SPIRIT per turn

Example: Bruce has CHI at 40 Rank and a SPIRIT of 10. He manifests his CHI in the form of Dragon Fists which can do up to 40 points of physical damage. Because he can only recover 10 points of CHI per turn he is less likely to use it all at once, instead spreading out his CHI usage.

Example 2: Mizuki has a CHI of 30 Rank. She manifests her CHI as Regeneration of the Snake.

CHARACTER GENERATION

She can heal herself up to 30 HEALTH instantly. Mizuki's SPIRIT is 20 Rank. So she recovers 20 CHI per turn.

*Keep in mind that players need to define how their character's CHI manifests. In old Kung Fu classics they have names like Flying Feet of Kang Lo and Water Walking Sprint of Chi Chi.

Consume

By eating or sucking the life energies from a living organism you gain the victim's powers at the same Rank as your Consume Rank. If the victim has a lower Ranking power, then you get that power at the victim's lower Rank. This power is pretty dark if you are talking about eating someone to gain their powers. For a more kid friendly game characters can suck the life energies from a target, turning victims into mummies or even zombies. Anyone subjected to being Consumed (outside of being fully eaten) may make a MOXIE save against the Consume power Rank.

Contagion

You may not be sick, but you can make those around you very sick. This power is slightly twisted in the sense that the player can cause others to get ill at an intensity equal to the power Rank. Victims may resist by making a successful MOXIE save. If they fail, the victim becomes seriously ill and without treatment or a cure they could possibly expire. It is possible to cure this contagion with an anti-virus of a higher Rank.

Conversion

You have the ability to convert a specific medium into viable energy. This only works on mediums of equal or less Ranks. Mediums include: matter, organics, and sound.

Example: *Flaming Aces can convert plastic into energy. His trick of the trade is carrying around plastic poker cards that he can throw as flaming projectiles. His Conversion rank is Extraordinary (30), so his flaming cards do 30 points of damage. Flaming Aces runs out of cards in a fight with mobsters in a casino. He ends up using the poker chips he won as flaming projectiles.*

Example 2: *Sinderella is able to convert sound*

into energy at Fantastic Rank (40). She is robbing the local bank. The alarms are providing her with tons of power until Mage arrives and casts a silent spell over the whole block leaving Sinderella powerless.

Cosmic Perception

You are one with the universe. You can sense things on a cosmic scale and know when there are 'disturbances'. These can range from simple danger alerts to a very bad feeling about the near future. Whenever something big is coming, the player rolls a Cosmic Perception check versus the Game Master (who also rolls a Cosmic Perception check using the character's Rank). If the Game Master rolls higher than the player, there are weak clues provided. If the player rolls higher, then the Game Master must reveal MAJOR clues about what is happening.

Craft

You are able to craft weapons, armor or gear from resources at hand in a matter of seconds. No armor, gear or weapon may exceed the Rank of the power. In addition, the player must pick a specific craft ability: Armor, Gear or Weapon. GM's should monitor how players are using this power. A character may not craft a pistol out of paper. There needs to be practical resources at hand to generate items. A smart player will have all the resources on hand in order to craft the most effective items.

Example: *Counterstrike is heading out on a mission and he has Craft Weapon at Extraordinary (30). At all times Counterstrike carries a special pack with all the items needed to craft anything from small arms to submachine guns. The maximum damage that his guns can do is 30 points per single shot depending on the needs. A fully automatic weapon can be devastating to a target.*

Cursed Regeneration

Regeneration is a cool power, but when it's cursed, not so much. Any time you injure someone, your body shows scarring from it and you feel the pain for a split second. In return, you regain HEALTH equal to the damage dealt (not exceeding this power's Rank). So the more dam-

POWERS

age you cause the quicker you heal.

***NOTE:** This power makes player's think twice about going crazy with violence. The scars don't ever go away and they are always hard to explain.

Death

You generate a death field that can instantly kill. There is no explanation to how or why this power works, people just die when you use it. A victim may try and resist by making a MOXIE save versus the power Rank. If the victim fails they die instantly. The only way to reverse this effect is with magic or the Life power.

Detachable

You can pull off body parts without any damage to yourself and reattach those parts just as easily. It takes one full turn to reattach a limb.

Detonator

You can explode! Your whole body is one big bomb. Explosive damage is Stun and equal to the Rank of this power. After the explosion the character is in gaseous form (which makes them vulnerable to gas containment) while they reconstitute (reform). The time it takes to reform is: Power's Rank = Actions until reconstituted.

Dig

With this power you can dig at super speeds. You may dig through material equal to or less than your power Rank. Use the Ground Speed column on the super speed table to see how fast you can dig.

Digital Conversion

With this power, your character can transform victims into digital beings. Unlike the Digital Form power, victims are trapped inside the digital world that the user of this power creates for them. The only way for the victim to return to normal is by winning whatever game the victim is dropped into. It is possible for a victim to move from one digital source to another, escaping any game. But they are still trapped in the digital form until they complete the original game.

Digital Form

You like video games so much you can literally transform into a digital character which can exist inside and outside of the digital universe. In this form you are intangible, but may still be affected by energy based attacks. Your touch does energy damage equal to your power Rank. You may exist outside of the digital universe (TV, computer, memory card, video game) for a number of turns equal to the power Rank divided by 10.

***Nemesis** for this power is water which does 50 Points of damage instantly to the character.

Dimension Walk

You have the ability to walk between dimensions. Some may be easy to access while others not so much. The higher the rank of this power the tougher the dimensions you can enter. Some examples of tougher dimensions include: Hell (70 Rank), Olympus (50 Rank), The Dodo Bird Dimension (30) and so on.

Doppelganger

You are able create multiple versions of yourself. These doubles have all the same abilities and powers as the original (with the exception of Doppelganger). The number of doubles a character is able to generate is equal to the power Rank divided by 10 (with 2-8 Ranks producing only 1 double). The double lasts for a number of turns equal to the power Rank. If a double is killed, the character must make a MOXIE save against the Rank of the killing attack. If the character fails, they are knocked out and all doubles vanish.

Dream Walk

You have the uncanny ability to enter other people's dreams and manipulate those dreams. The victim must make a SPIRIT save or lose control of their dream world to the character. Once the character has control they can change the dreamscape, putting victims through hell. Dream walking has many purposes, including gathering information and in extreme cases murder. In order for a person to die in their dream, the character makes a SPIRIT save against the attacker's SPIRIT save. If the charac-

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ter makes the save they don't die, but wake up screaming instead.

***NOTE:** Constant nightmares can cause physical and mental duress over time, making people extremely uneasy.

Ectoplasm

The dead secrete it and so do you! Ectoplasm is a slimy substance left behind by the dead. As a power, players can generate Ectoplasm like they would hard light, hard darkness, or PSI objects. The only difference is Ectoplasm leaves behind traces of slime when it's used. This power does blunt Stun damage equal to the power's Rank. It can even create a slimy armor around a player. **BE WARNED:** Sharp attacks ignore any armor made from Ectoplasm.

Emotion Manipulation

You have the ability to manipulate the emotions of others. This can be making them happy or sad, peaceful or violent, mean or nice....ect. The victim may make a SPIRIT save against this power's Rank to see if they can resist. This power lasts for a number of actions equal to the power Rank.

Energy Absorption

You have the ability to absorb nearby energy sources and use that energy to boost stats (MIGHT and MOXIE), powers or attacks. But the boost is limited to how much energy they have absorbed. It is also limited to the sources at hand.

Example: *So if a character with Energy Absorption at 70 Rank was standing in the streets, they could grab a high voltage line and soak 50 points of energy, which could be used for the purposes previously stated. They could also discharge the 50 points doing energy damage.*

The trick to this power is not trying to soak in something of a higher rank. If a character tries this, they must make a MOXIE save versus the energy source Rank. If the character fails they will be knocked out and the energy will explode from them. If they succeed the character will be in power overload and need to discharge the energy by the next turn or explode. This power may also be used to soak incoming energy attack damage.

Environmental Adaption

Organic life has the ability to adapt to its environment over time. With this power, the character does it instantly. From gaseous atmospheres to fiery infernos, this power changes the character so they can survive. While in their adaptive form, they also gain protection from attacks based on that specific environment. So a character who walks into a burning house (Rank 20) can withstand fire and heat attacks at 20 Rank and less. The character's power Rank **MUST** be equal to or greater than the environment they are walking into, otherwise they take damage.

Explosive Reaction Field

With this power you generate a force field that has explosive reactions to outside kinetic force. Anything impacting this field will detonate an explosion equal to the field's Rank. The character will not feel the effects of the blast, but people outside of the Reaction Field will. However, if the field takes damage over the field Rank the character must make a MOXIE save versus the damage taken or be knocked out.

Extreme Luck

You are so lucky you add this power's Rank to ALL rolls.

Fear

There are scary people in the world, but you generate fear without any effort. The character has a spooky aura around them that causes people to feel uneasy. Whenever this power is active, nearby characters must make a SPIRIT save versus the power's Rank or be paralyzed with fear. Anyone who makes the save still feels spooked, but can function as normal.

Firepower

You are a walking gun. You can generate mysterious ammo and fire it from your body. Firepower does Lethal damage equal to the power Rank. So a Firepower rank of 30 would be equal to a sub-machinegun while a rank of 50 would be equal to heavy artillery!

POWERS

Fireworks

It's the 4th of July every day for the character with this power. The character can generate fireworks from their fingertips. Against a target they do damage equal to the power's Rank. Anyone who gets flashed in the eyes by Fireworks must make a PERCEPTION save versus the power's Rank or be blinded.

Frictionless

Your body generates a frictionless field around it. This allows you to use this power to move at faster speeds and keep from getting grabbed by an opponent. When activated, the character can move at super speed equal to this power's Rank. They can also add this power to an escape roll when trying to get out of someone's grip. Frictionless also works against physical attacks, offering protection equal to the power's Rank.

Gestalt

With this power you and others can merge into a more powerful being. When this happens characters add ALL their stats together and divide them by the number of people in the gestalt. These are the stats for the gestalt form. During character generation the powers for the gestalt form will need to be determined and Ranked. Any powers that characters in the gestalt share, will have their Ranks added together.

*Machines: merge into larger machines

**Non-Form Gestalts: Pick one power. When the characters are within a few feet of each other, this new mega power is usable by the characters at the Gestalt Rank. For each character part of the Gestalt, add +10 to the mega power's Rank.

***NOTE:** If one of the characters needed for the Gestalt is knocked out or killed, the ability ceases to work.

Graft

You are able to graft inanimate objects into your body. From attaching knives to the fingertips or metal squares to make skin armor, this power is handy for those quick needs situations. It takes one action per item to graft into the hu-

man body. You only may graft materials equal to the power's Rank.

Healing

You have the ability to heal others equal to your power Rank. You can't, however, bring people back from the dead.

Hotwire

One touch and she starts! Hotwire allows players to activate vehicles or electronic doors without a key. You simply touch the key hole and it starts right up. The higher the power Rank the more complex the hotwire. So a simple car would need a 10 power Rank while a alien ship might need a 50 power Rank. A basic security door would need a 20 power Rank and so on.

Immortality

You cannot die. At least you cannot die by any normal means. Well at least you do not stay dead for long. The way the character returns from the dead is determined at character creation. Do they die and come back right away? Does their body create a cosmic cocoon that eventually brings them back from the brink? Maybe they have to be buried in the ground in order to return? The only way the character won't return from the dead is if they are killed by a force greater than their Immortality Rank.

Example: *Danny Immortal, the biggest pain in the butt attempted hero, can't be killed. No matter how many times his teammates do him in, he keeps coming back (50 Rank Immortality). Well one day he is out taunting a cosmic villain on the streets. Danny gets hit with a full blown cosmic energy blast that vaporizes him instantly (100 Rank Energy Blast). Because Danny can only come back after being killed by a 50 Rank powered death or less, he doesn't come back. And of course everyone celebrates!*

Impossibility

You are impossible. You do impossible things. You pull off the most impossible stunts. How do you do it? You have Impossibility, that's how! If a character with Impossibility fails a roll, they may add this power's Rank to the results giving them an impossible advantage.

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***NOTE:** Unlike with Luck, the use of this power is determined AFTER all rolls have been made.

Insect Control

You can control insects! The character can control a number of insects equal to the power's Rank. So if you have 30 Rank Insect Control you could control 30 insects. Against more monstrous insects, the insect must make a SPIRIT save versus the power's Rank or be controlled.

Invulnerable

You are invulnerable! At least you are to one specific type of damage (equal to your power Rank). Other types of damage will still injure you.

Example: *Heroic has Invulnerable (Physical) at Awesome rank (50). He is standing next to a nuclear bomb that is about to go off. He throws the bomb into a cave in order to reduce damage to the surrounding area. The bomb goes off and tons of stone hit him. He takes 30 points of damage from the stone impact. However, the bomb does 100 Rank radioactive damage....Heroic isn't invulnerable to it and takes the full dose.....which makes him glow in the dark.*

Karma

They say what goes around comes around. Karma does exactly that. When used, this power changes dice rolls and power Ranks. At the start of a round, the player with Karma declares whether they want to use their power to affect other players in good or bad ways. The power Rank can be added to rolls or subtracted from rolls. It also can be used to lower or increase power Ranks (Add or Subtract from target power). When it's the target's action, this power is applied.

Example: *Lucky Ace has Karma at 30 Rank and she wants to influence a fight between two street brawlers. She likes Rocko a lot, so she uses her Karma to lower all of his opponent's rolls by -30. So when the guy swings at Rocko and gets a total of 60, it will actually be 30 instead.*

Kinetic Absorption

You have the ability to absorb kinetic energy and use it to boost your MIGHT. You can also resist kinetic damage equal to your power's Rank (because you have absorbed it). The damage absorbed may be equal to or less than the power Rank. MIGHT and natural resistance may only increase to the Rank of the damage received (unless it exceeds the Kinetic Absorption Rank).

***NOTE:** Kinetic damage is physical in nature (kicks, punches, bashing, smashing and anything else physical)

Kinetic Blast

Somehow you are able to focus kinetic energy into blasts. The damage is just like any physical attack, but instead the kinetic energy takes the form of an energy-like beam. Damage is equal to the power's Rank.

Life

You have the ability to restore life where there is none. This could be to plants and small animals or larger organic life. Anything you bring back to life will have HEALTH equal to the power's Rank (unless the creature's normal HEALTH is less). There is no scientific explanation for this ability. When bringing characters back to life, do a MOXIE save for the victim versus the power's Rank. If the power wins then the character is brought back to life.

***NOTE:** This power can restore life to people killed by the Death power too.

Life Force Vampirism

You have the ability to steal Health from other characters and add it to your own AGILITY, MIGHT, MOXIE or HEALTH equal to the power's Rank. Victims may resist this power by making a successful MOXIE save versus the power's Rank. A player killed by Life Force Vampirism shrivels up into a lifeless husk.

Magic Bolt

You are able to shoot magic bolts from your hands. The damage is magic based stun. Magic Bolts ignore normal armors and invulnerabilities. They can be stopped by mental defenses and magic

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Magic Communion

You have the ability to talk to demons and Gods by citing magical verses or gestures. Sometimes it might require a ritual. At lower Ranks the character can talk to weaker demons and spirits. At Ranks 50+ the character can commune with Gods and the Ones Before. The danger of this power is simple: you weren't noticed before you started talking to them. Game Masters may want to unleash haunting horrors onto any player who recklessly uses this power.

Magic Seal

Sometimes locking a door isn't enough. This spell actually mystically seals a door or portal, keeping things from getting through. While a door only stops physical passing, the Magic Seal prevents all form of transgression, including Astral forms. The only way to break the seal is by using stronger magic or energy based approaches.

Magic Shield

When it comes to defending against incoming attacks from magic, the Magic Shield is the way. This can be represented as an actual shield or maybe a invisible dome. The Magic Shield is one of the few powers that can stop all forms of incoming attacks equal to the Magic Shield's Rank.

Magic Summon

Have a big fight coming? Need some backup? Well just summon up some help! This power allows a character to call forth someone or something really nasty for backup. Of course sometimes the backup turns out to be more of a problem than the initial threat. So how does this power work? Characters choose what they want to summon. The Game Master rolls a SPIRIT save versus the Character's power Rank. If the character succeeds they an uncanny creature will appear from beyond. If the character fails, the creature might or might not show up. If it does, it's looking to eat the character who tried to summon it.

Matter Conversion: Flesh to STONE

You have the ability to convert organic matter into stone. Anyone who falls victim to this power turns into a stone material equal to the Rank of the power. When this is used as a magical power, the victim may be returned to their flesh-like state. If this is a natural power, like Medusa's stone glare, the victim is stuck in the stone form and cannot be changed back unless magic is used. A character may try and resist this power by rolling a MOXIE save versus the power's Rank. Duration is equal to Power Rank=hours in stone. Any period over a day and the effect is permanent.

Matter Manipulation

You can manipulate matter, be it rearranging molecules or using it as a weapon. The character is able to affect non-living matter equal to their power Rank. By manipulating matter, characters can turn floors into grabbing limbs, change the appearance of outfits or turn armor into soft material.

Example: *Fen has Matter Manipulation at Fantastic (40). While patrolling the streets of NY, Fen comes across a bank robbery in progress. As one robber runs out of the bank, Fen manipulates a flag to wrap around one target. He then manipulates a door mat to turn into hands and grab a second robber. The second robber gets off two shots. Fen reacts quickly and turns the sidewalk into a barrier.*

Material and Energy Mimic

The character can copy the properties of any material they touch. Their MIGHT and MOXIE are also increased to Rank of the same material. This lasts for as long as the character wishes.

Media Manipulation

With this power you are able to manipulate internet media, change news reports, create new ones, generate websites and other internet based items using your mind. The higher the Rank of this power the more the character can do. Lower Ranks affect local servers, while higher Ranks affect the entire internet. All this power really takes is an imagination and a basic understanding of internet use.

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Example: *Download has Media Manipulation at 50 Rank. In a recent battle, Rangefinder was caught on camera beating a reporter. Using her power, Download changes the footage to show a reporter pulling a gun on Rangefinder before the beating starts. So what was a dead-to-rights video is now changed to make the victim look like the villain. All digital versions of the original video are changed.*

Metamorphic

You are able to change your appearance and the appearance of your clothing too. The character generates a metamorphic field, which alters not only themselves, but everything they are wearing as well. They may not copy powers, however. In order to detect someone 'posing' characters need to make a PERCEPTION check versus the power's Rank.

Mimic

Whenever you are near anyone with powers you can instantly mimic their powers up to your Mimic Rank. Once the person you are mimicking gets out of range, the power fades. The range of Mimic is equal to Power Rank = Yards. The duration as it fades is 1 round.

Motion Sickness

With this power you cause a cerebral imbalance in victims giving them motion sickness. Victims must make a MOXIE save versus the power's Rank. If they fail, the victim becomes extremely motion sick and suffers a penalty equal to the Motion Sickness power Rank to all rolls. Duration is equal to the power's Rank divided by 10 (2-8 Ranks last 1 round).

Nemesis Effect

Everything has an opposite. With this power a character automatically generates a Nemesis to any power that is affecting them. So if a character is getting hit with fire, they will generate a Nemesis of water or ice to fight it. The Nemesis Effect only generates a nemesis equal to the Nemesis Effect's power Rank.

Nemesis Locate

You are able to locate the weakness of any target. When using Nemesis Locate, instead of other attack abilities, use the Nemesis Locate Rank to determine damage. The exception to instant damage is if a target has Invulnerability. Damage in this case is HALVED.

Pheromones

You are so sexy that people can't get enough of you, even with that growth on your face. Victims must make a SPIRIT save versus the power Rank or fall victim to your seduction. The victim will be so enthralled by you, they will go to extremes to make you happy..including criminal acts. This power lasts a number of hours equal to the power's Rank.

Photo-Skill

You can literally learn new skills just by watching someone use them. Each time a character sees someone perform a Special Focus, they gain a +10 in that EXACT same Special Focus. The character continues to gain a bonus until they hit their power rank. So it is possible that someone with Photo-Skill at 50 rank could have a Special Focus at +50.

Plague

You can infect victims with a plague equal in intensity to the Plague Rank. Victims must make a MOXIE save versus the Plague power Rank or become infected. The victim then suffers a negative to all rolls equal to the plague's Rank. Victims who go untreated will eventually die. The plague victim can be cured by medicine with a higher rank than the power. The other downside to someone becoming infected with the plague is they can infect other people. An untreated plague victim could very well infect a whole village or city, killing thousands before it is finally stopped.

Plant Control

Talk about being in touch with nature! You are able to control plant-life and instruct them to carry out your bidding. The character may control the number of plants equal to their power Rank. Sentient plants may resist using the Mental resistance rule.

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Plant Growth

With the snap of your fingers you can accelerate plant-growth. From seeds to full grown trees, this power does it all. Combined with Plant Control and you have an awesome combo. This power can even mutate plant-life giving it basic stats (Use student stats with a MIGHT equal to this power's Rank).

Pleasure

You have the ability to activate the pleasure centers of the human brain (or any organic creature) causing your target to fall into an euphoric daze. A victim may try and resist by making a SPIRIT save against the Pleasure power's Rank. While in the euphoric daze, the victim can't do anything. They are completely lost in the 'moment' and will remain that way for a number of actions equal to the power Rank. When the victim comes around they will feel really 'good' in that happy way.

Portal

With this cool power you are able to create artificial doors that go to any destination you wish. The only limit is knowing the location to which the door will open to. Blind portals tend to land characters in hot water.

***NOTE:** The Portal may not open inside defended spaces unless the Rank is high enough to penetrate the materials surrounding it.

Power Bestow

You have the ability to empower people who have no powers. These powers stay with that person until they die. In addition, you may continue to grant new powers to the same person at one per day. The MAX Rank of these bestowed powers is equal to the Rank of Power Bestow. You may also grant powers to other people in the same day. The only reason for the one power per day for the same person is so their body has time to adapt.

Example: *Trigger has Power Bestow at 40 Rank. He needs a bodyguard. Trigger grabs a homeless kid off the streets and gives the kid MIGHT 30 Rank. The next day he gives him MOXIE 10 Rank. On the third day, Trigger gives the kid Tough Skin at 40 Rank. Now he has a bodyguard.*

Power Booster

You have the ability to jack up someone's power beyond their normal Ranks. This works in two ways, it gives the increase while at the same time running risk of causing that person a power overload. Any time you increase a person's power Rank they need to make a MOXIE save against the new stat. If the person fails, their body goes into power overload. If the boost is to an energy type power, the person explodes doing that type of energy damage to those around them. If the power is more physical, the person explodes like a balloon. A power boost may only reach the Rank of the Power Booster. This power boost only lasts a number of days equal to the Rank of Power Booster.

Power Dampen

You are a total downer, in the sense that you have the ability to dampen other people's powers equal to the Rank of this power.

Example: *Sponge has Power Dampen at 30 Rank. She is fighting Razer who has the ability to fire 40 Rank Optic Beams. Sponge uses Power Dampen and now Razer's Optic Beams do 10 Rank damage.*

***NOTE:** This does not work against machines and high tech devices, only against powers that emanate from a living being.

Power Stare

You have a look in your eyes that can stop a person dead in their tracks. The Power Stare is so powerful that if the character wishes, victims will need to make a MOXIE save or have a heart attack! The origin of this power can be psychic, superhuman or supernatural. Power Stare does not work on machines. To resist a basic Power Stare, the victim needs to make a SPIRIT save verses the Rank of the power.

Power Steal

By simply touching someone, you can steal their powers up to the Rank of your Power Steal. This lasts for a number of actions equal to the power Rank. During this time, the person whom you stole powers from will be powerless (or dampened, SEE: Power Dampen). If you steal a

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power of a lesser Rank, then you only have that power at its original Rank.

Example: *Lifty has Power Steal at 30 Rank. He steal's Bull's Horn power of 20 Rank. During this time, Bull has no horns, but Lifty miraculously grows horns instantly.*

Power Up

You have the ability to jack your own stats and powers up to the Power Up Rank. It's important that if you have this power that you assign your highest rolled Rank to it, otherwise Power Up is useless. The power up can last up to a number of turns equal to the power Rank. When the power or stat returns to normal, the character needs to make a MOXIE save against a Rank equal to the number of turns this power was used. If the character fails they become winded and need to rest for a few turns.

Example: *YEAH has Power Boost at 50 Rank. She kicks her 20 Rank Energy Generate up to 40 Rank and cuts loose for 30 turns....a LONG battle. At the end of the 30 turns she makes a MOXIE save versus 30 Rank. She fails the save and falls to the floor, completely exhausted.*

Reality Control

Somehow, you are able to adjust reality a little bit at a time to bend things into your favor. From the past, to present, to future, you are able to adjust your reality to your own needs. The higher the power Rank the more powerful the effect. With lower Ranks, the Reality is adjusted in small bits. In some ways this power can be used like WILD, to adjust rolls or powers.

Example: *Ace of Spades (AoS) has Reality Control at 30 Rank. He is playing a poker game against a crime boss for the life of Ace of Spade's girlfriend. While AoS's power isn't that great, he uses it to manipulate the deck of cards so he can always pull the perfect hand. When the game goes bad for the crime boss, AoS finds himself pitted against a small group of armed guards. Using his power again, AoS makes one of the guard's guns have a fatal flaw in the barrel that will cause the round to kick back into the chamber and set off the bullets in the clip, making for one heck of a distraction. AoS tried to make a guard an undercover police officer, but*

a Reality Control of 30 Rank won't bend that much.

***NOTE:** The danger of this power is unraveling all of reality. Small changes don't do damage. MAJOR changes can destroy reality. Any time a character uses Reality Control for a MAJOR event change, the game master should roll 1d10. On a 10, some weird super being appears with Godly stats and goes to town on the character (and fixes reality).

Reconstitute

Your body is able to break down into lesser material and reform at will. This can be anything from a swarm of bees to water. By simply concentrating, the character breaks down into smaller bits and then may reform.

***NOTE:** Materials that make up the character are equal to the Material Rank of the power. If the character takes damage over the Rank of this power they suffer damage.

Example: *King Ant can break down into ants at will (50 Rank Reconstitute). King Ant gets hit for 40 points of damage! While he breaks apart on impact, King Ant takes 10 points of damage from the explosion.*

Recovery

You may have taken a pounding, but by tomorrow you will be looking pretty good. You heal faster than the average human and add the Recovery Rank to your daily healing.

Scramble

By touching someone you can cause a victim to suffer a massive nervous system shock, scrambling signals inside the human body. Victims must make a MOXIE save against the Rank of the power or be stunned. When scrambled, the victim suffers a constant seizure until the effects wear off. Each round the victim must reroll their MOXIE save to see if the power has worn off.

Seduction

When it comes to using your sex appeal, you are a master. Victims need to make a SPIRIT save against your Seduction power or become enthralled by your presence. The victim will act

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like a love sick puppy, doing everything they can to make you happy, including coming to your defense if you are attacked. This can include attacking their own friends or committing suicide.

Shockwave

You have the ability to send powerful shockwaves through inorganic and organic matter, causing materials to shatter along the way. Anyone or anything in the path of the Shockwave takes Stun damage equal to the power Rank.

Sleep

You can cause a target to fall asleep. Victims must make a SPIRIT save against the power Rank or fall asleep. If someone tries to wake the sleeper, the sleeper makes another SPIRIT save to see if they can wake up. Otherwise the target continues to sleep (making a SPIRIT save each day). Anyone who is asleep for more than two days is considered in a coma and can only be maintained by medical care.

Smart Attack

Considered a redirected attack, you have the ability to redirect a specific ranged attack on a target if you miss. This attack will dog a target equal to your power's Rank divided by 10.

Example: *So if a character has Optic Beams and they attach a 50 Rank Smart Attack to it, they may reroll up to 5 times if they miss!*

***NOTE:** Players must assign this power to a SPECIFIC ranged attack power or weapon.

Solar Absorption

You get your power from the sun and without sunlight your powers begin to fade. So how does this power work? After this power is chosen, you then go and pick the rest of your powers. These will all be powered by this ONE power, so don't worry about rolling for Ranks for any additional powers. All their power Ranks will work off of the Solar Absorption Rank. The rest of Solar Absorption works like this:

***Daylight:** Full Power Rank.

***Darkness or Night:** For each hour out of sunlight, Solar Absorption drops by 1 Rank until it hits ZERO.

***Unshielded Sunlight (like in space):** +1 Rank to Solar Absorption

Example: *Supes has Solar Absorption at 100 Rank. He also has Flight, Hard Skin and Optic Beams. In sunlight, these powers are all at 100 Rank. But at nighttime Supes starts to grow weak. The sun goes down at 7pm and by midnight his 100 Rank Solar Absorption is now at 20 Rank. That means his Flight, Hard Skin and Optic Beams are also at 20 Rank.*

Soul Suck

You have the ability to actually suck the soul from victim and store it inside yourself. A victim rolls a SPIRIT save against the Soul Suck Rank. If they fail, the victim's body falls lifeless to the ground and dies. Once the soul is sucked, the user of Soul Suck has access to all the knowledge and skills of the victim.

***NOTE:** The storage area for souls inside the Soul Sucker can have many forms. In some cases it looks like hell and in other cases like heaven. It all depends on the Soul Sucker. Happy sucked souls are less likely to be trouble later.

****It is possible to restore a sucked soul by using magic or cosmic powers.**

Spirit Sight

You have the ability to see spiritual energies or more popularly known: 'ghosts'. Spirits appear as they imagined themselves in life or in most cases, the way they looked when they died. Truly evil people appear demonic while truly good people appear angelic. Spirit Sight also allows you to see the spirits of the living, which appear as semi-blurred representations of their physical forms....unless of course if they are really evil or vile. Against someone with Invisibility, this power may be used instead of PERCEPTION to make a PERCEPTION check.

Sticky

You are human flypaper! Your skin is naturally sticky, causing anything you touch to stick to you. This could be an oozing effect or a constant thing. The secretion has a MIGHT and material equal to the power's Rank.

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Storage

You are a walking closet. Somehow you are able to store things inside your body as if you were a storage locker or garage. This power can be dimensional in nature or other. But you can store items and retrieve them at will. You have storage space equal to the power Rank $\times 10 =$ square cubic feet of storage. The character may not store anything in this space that is bigger than the opening for it (chosen by the player at character generation).

Example: *Humpy has Storage at 30 Rank, giving him 300 square feet of storage. To store his items, Humpy swallows them. When he needs them, he barfs the items up. To help facilitate larger items, Humpy also has a morphing mouth that can handle objects up to 3 feet in diameter!*

Suicidal Projection

You have the odd ability to project thoughts of suicide to others and in turn making them kill themselves. A victim must make a SPIRIT save against this power's Rank or instantly have the urge to commit suicide. The victim will go above and beyond to make this happen immediately, even if it means hurting those around them in the process.

Super Hair

Your hair is a fully functional appendage, just like an arm or hands. It can wave around and lift objects with MIGHT equal to the power's Rank. If the Super Hair's Rank is higher than the player's MIGHT, the hair will need to anchor itself to a sturdy object or surface.

Super Spin

You are able to spin at super speed creating a whirlwind around you. This offers protection from physical attacks equal to the power's Rank due to sheer wind speeds inside the vortex. When in the vortex, the character also gets additional actions (Super Spin Rank divided by $10 =$ number of additional actions). Players might also choose to have their characters throw objects while in vortex mode.

Tactile Matter Transformation (other)

You have the ability to touch objects and instantly turn that object into a material equal to this power's Rank. This may also be used on a person, throwing them into a suspended animation in material form until the power wears off. A victim may resist by making a MOXIE save against the Rank of this power. Duration is the number of actions equal to the power's Rank.

Tactile Matter Transformation (Self):

Your body can turn into any material it touches (equal to or up to the Rank of this power). While you are made of the material you turn into, you have the same properties of the material you touched. That could mean greater resistance to damage or it could mean a vulnerability to certain elements. Duration is the number of actions equal to the power's Rank.

Targeting

When it comes to making contact, you are a supernatural. Whenever using throwing or projectile weapons, add this power's Rank to the attack roll.

Tattoo

Ink is your life and in this case, they can come to life, giving you different powers and abilities. By touching your ink, you activate the power attached to it. The Rank of Tattoo represents the Rank of each individual power inked onto the character. The only limit to the number of powers is how much space there is on the character's body.

***NOTE:** Players who have characters with this power MUST write down what each Tattoo looks like and what it does.

Tele-Reconstitute

Prerequisite: Reconstitute

With this power you can literally fall apart and transfer your soul into material somewhere else and reform using raw materials at that new site. The higher the Rank of this power the stronger the material. When the character is traveling from one location to the next they are considered to be in astral form. **Example:** *Lord Faust is doing battle with the Guardians. His body is de-*

POWERS

stroyed. Lucky for him he has Reconstitute at 70 Rank. His soul flees down the street into an old quarry, where Lord Faust reforms using large slabs of granite.

When a character initially creates a new body, it will not look anything like the character did before. For every day that the character stays in the new body, the more it starts to take on a more human (or alien) appearance.

Time Control

Somehow you are able to manipulate time in a way that can speed up or slow down time itself. This power works great for speeding up chemical processes or slowing down a process. It also works well in dangerous situations, like slowing down bullets or that pain in the butt super speedster. Using time control on yourself isn't smart, however. The faster time goes for you the faster you age. Time Control works like this:
SPEED UP TIME: Works just like Super Speed when it comes to speeding up actions (30 Rank Time Control would be +3 actions)
SLOW DOWN TIME: Works just like Super Speed, but take the number of actions and make them NEGATIVE (+3 actions would become -3 actions).

Time Travel

You can travel forward or backward in time. But time travel isn't easy. One wrong turn or squashed bug and you could alter your own time line or cause instability across all of time. Characters may instantaneously travel forward or backward in years equal to the power Rank. Each additional turn, they may jump another number of years equal to their power Rank and so on.

***NOTE:** For every intervention in the past you create a parallel world to return to. Characters could also cause the extinction of the human race by bringing back germs from modern times into the past, or by bringing germs from the future into modern times. And for each alternate reality the character creates, there will always be someone who will come back in time to set things right.

Transform (Machines ONLY)

The robotic character may transform into another machine at will. The power Rank represents a special ability of the second form. If the character turns into a cannon, then the power Rank would represent the damage of the weapon. If they turn into a car then their power Rank might represent their speed.

Unbeliever

That can't be true! No way! That's just smoke and mirrors! That is you, a total unbeliever of the uncanny. It's so bad that you generate an 'Unbeliever' field around you that effects everything from magic, psionics and powers! Anytime you are around anyone using any of these, their powers suffer a negative equal to the Rank of Unbeliever!

***NOTE:** This also means if you happen to walk by something that is magically sealed and your power is of equal or higher Rank, then the seal vanishes! Uh oh!

Veggie Form

You are a walking talking vegetable. You also have plant abilities and characteristics. During character generation you will need to pick if you are more like a tree or a soft green plant. The variation works like this:

TREE FORM: Bark acts as armor equal to the power's Rank. You are flammable and fire damage will continue at full strength until extinguished if you are burned. You may regenerate in direct sunlight at the Rank of this power, but you will also have scarring.

SOFT PLANT: You regenerate in direct sunlight at the Rank of this power. In dry areas you suffer a -1 Rank to AGILITY, MIGHT and MOXIE each hour you are exposed to dry environments. These stats return to normal if you are watered.

Vibration

You are able to generate heavy vibrations that are capable of damaging solid objects, but not living creatures. Damage to inorganic matter is equal to the Rank of this power.

***NOTE:** Vibration attacks have collateral effect and can be felt for up to the power Rank times 10 in yards. Meaning objects in a nearby room or building could fall off shelves.

CHARACTER GENERATION

Virus

You have no real form. You are a virus that jumps from host to host. Characters with this power spend their time borrowing hosts and carrying out their missions. But there are a lot of catches to playing a Virus character.

PHYSICAL STATS: These are your base stats. When you infect a new host, you run risk of burning them out from using your normal stats that are ABOVE the host's. Every time you push the host's body, the host needs to make a MOXIE save versus the Rank of Virus. If they succeed, then the body crashes and will need medical attention. If the host fails their save then it continues to function.

Example: *Infektor has Virus at 40 Rank. His normal MIGHT is 40. Infektor has just moved to a new host whose MIGHT is only 8. Any time Infektor pushes the host to have a MIGHT of 40, the host makes a MOXIE save against a 40 Rank VIRUS. One day the host makes the save after Infektor picks up a truck. Completely overwhelmed by the physical strain, the host collapses from exhaustion and falls into a coma.*

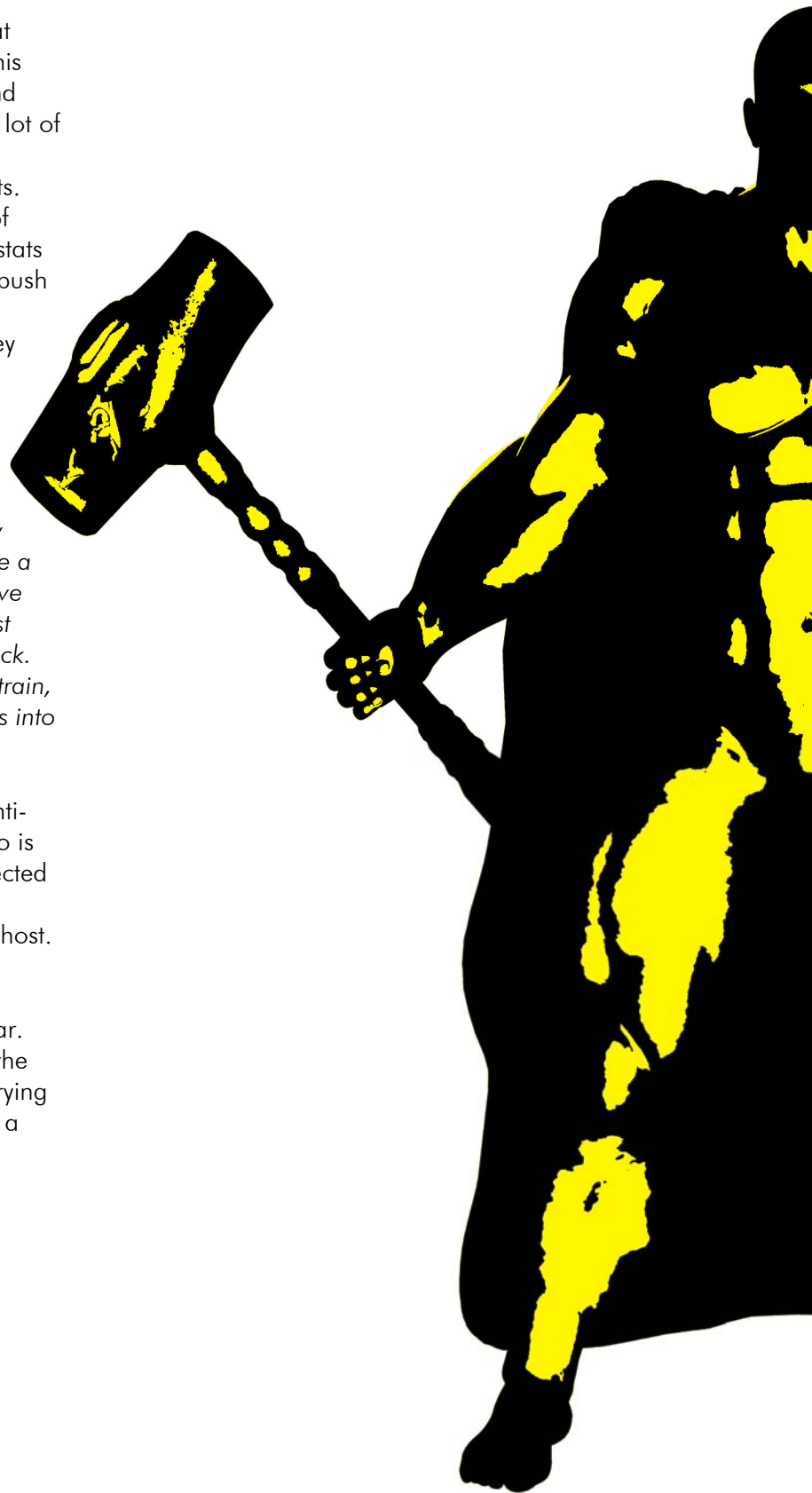
MENTAL STATS: These are unchanging.

WEAKNESS: A Virus can be killed by an anti-virus of equal or greater Rank. Anyone who is vaccinated against the virus cannot be infected again.

POWERS: Powers do transfer from host to host.

Vocal Copycat

You can copy the voice of anyone they hear. The higher the Rank the Vocal Copycat is the better the ability to copy a voice. Anyone trying to detect if the voice is real needs to make a SMARTS check against this power's Rank.



Powers beyond the sensational and into the realm of the

COSMIC



CHARACTER GENERATION

COSMIC POWERS

Cosmic Jump

Prerequisite: Teleport Rank Supreme (100)

A character with this power can mass-teleport from one location to another in space. Take the power Rank and divide it by 10. This is the distance you may teleport equal to solar systems.

Example: *So if you had Cosmic Jump at Extraordinary (30) then you could jump across 3 solar systems per jump. At Supreme Rank players can teleport objects up to the size of a starship. At Cosmic 1 they can teleport planets.*

Geo-Force

Prerequisite: Earth Control Rank Supreme (100)

The ability to control Geo-forces is ungodly. The character can manipulate tectonic plates, cause planets to break apart and generate super-volcanoes! This shouldn't be confused with the elemental control of Earth, because the power cannot generate sand walls and such. It only works on existing conditions. See the effect chart for the different levels of damage caused by lava.

Rank	Target
Supreme	Local Tectonic Plate
Ultra 1	Continental Plate
Ultra 2	Small Planet
Cosmic 1	Medium Planet
Cosmic 2	Large Planet

GIA Feed

You can feed on the very energies that hold worlds together! GIA energies can be used to heal the character or be used to generate powerful GIA shields or attacks (equal to the power's Rank).

***NOTE:** Any time GIA energy is pulled from a large source there is a chance for a reaction or breakdown. A small volcano could erupt or a planet could break apart.

GIA Levels	Target
Pathetic	Small Rocks
Below Average	A Human being
Average	Large Rocks
Decent	Plains
Extraordinary	Medium Bodies of water
Fantastic	Small Volcano
Awesome	Large Volcano
Mighty	Asteroid, Small Moon
Supreme	Small Planet
Ultra 1	Medium Planet
Ultra 2	Large Planet
Cosmic 1	Star
Cosmic 2	Whole solar systems

Hyper-Flight

Prerequisite: Flight Rank Supreme (100)

This power allows characters to fly at hyper-speeds in space. It also means that they can jump from solar system to solar system in record time. The number of solar systems is equal to the power Rank divided by 10.

Example: *A 30 Rank Hyper-Flight would mean the character can go 3 solar systems in distance each round.*

***NOTE:** Characters may ONLY use this power for ramming if they are tough enough to exceed the toughness or material Rank of an object they are ramming.

Life-Bestowment

You are like a God and you are able to create life by force of will alone. Some life forms are simple and some are extremely complex. The lifespan of these created beings is equal to the power's Rank in years (Supreme 100 equals 100 year lifespan). There are four levels of life: Primitive, Intelligent, Super and Mega. Primitive represents the most basic forms of life like slugs, hippos and elephants. Intelligent life is any creature that is capable of human-like civility like mice, octopus, humans, and whales. The Super life form is a being that has some type of super powers. Your basic Guardian Universe heroes fall into this category. Mega-life are the Demigod types. They are considered gods on some worlds. The Mega-life can also be an avatar of a cosmic entity.

COSMIC POWERS

Rank	Life
Pathetic	Small, Primitive
Below Average	Medium, Primitive
Average	Large, Primitive
Decent	Small, Intelligent
Extraordinary	Medium, Intelligent
Fantastic	Large, Intelligent
Awesome	Small, Super
Mighty	Medium, Super
Supreme	Large, Super
Ultra 1	Small, Mega
Ultra 2	Medium, Mega
Cosmic 1	Large, Mega
Cosmic 2	Anything

Probability Manipulation

You have the cosmic ability of Probability Manipulation. It works two different ways. The first is like Luck (SEE: Luck). But the second way is far more interesting using Probability Manipulation via the Probability Chart. The user rolls 1d100 (percentile) and ends up with the result on the chart. The chart is for Ranks Mighty (70) and under. Anyone with Probability Manipulation of Supreme (100) or higher may actually pick from the chart what they would like to happen.

Roll 1d100	Effect
1-30	Matter Transmogrification: Solid matter transforms into something utterly ridiculous.
31-50	Organic Transmogrification: Living organic material transforms into something utterly ridiculous.
51-70	Energy Transmogrification: Energy transforms into something utterly ridiculous.)
71-80	Task Stupidity: Something utterly ridiculous happens while conducting a task, not in favor of the target.
81-100	Task Insane Success: Something utterly ridiculous happens while conducting a task, in favor of the target.

Omni-Power

The cosmic Omni-power has no one real power, but instead represents ALL powers. This power is extremely rare, especially in non-

cosmic beings. Most Gods of Mythology and Cosmic Entities have the Omni-Power at some rank. With the Omni-Power a being can utilize every power in the Guardian Universe (or G-Core) at will. This power starts out at Awesome Rank (50) and works its way up. However, if a power requires a prerequisite Rank and the Omni-Power does not meet that, then the power may not be used.

***NOTE:** The Omni-Power does NOT include magic!

Resurrection

You are able to bring the dead back to life and completely restore them to the state they were in while alive. This means all damage is healed instantly. The power is able to resurrect a person whose Health is equal to the power's Rank. So a person with Resurrection at Supreme (100) can resurrect a victim who had 100 HEALTH to start with.

Star-Fire

Prerequisite: Fire Generate Rank Supreme (100)
You are able to actually generate star matter and the energies associated with it from your body. Of course the character would need to have this power at Cosmic 2 (1000) to actually be as powerful as a real star. Still, the character may create a star-like effect when using this power. That means they emanate a powerful aura when the power is in use. Their skin is white hot during this time, providing protection from physical attacks equal to the power's Rank. Another way to use this power is to forge star matter weapons. These powerful tools have Ranks equal to the Star-Fire Rank and have star qualities making them resistant to all forms of attack including magical and mental.

CHARACTER GENERATION

Terraform

Prerequisite: Air Generate Rank Supreme (100), Weather Control Rank Supreme (100)

With this power characters can create livable atmospheres around anything from small asteroids to whole worlds! This only creates the atmosphere and not actual life. That comes later.

Rank	Target
Supreme	Asteroid
Ultra 1	Small Moon
Ultra 2	Large Moon
Cosmic 1	Small Planet
Cosmic 2	Whole Planet

Tidal Force

Prerequisite: Gravity Control Rank Supreme (100), Water Control Rank Supreme (100)

Entire oceans are your playground, allowing you to literally change tidal conditions at will. This means you can cause a continent to be submerged or generate tidal waves so powerful they can change the landscape of a planet.

Rank	Scale
Supreme	Half a planet's ocean
Ultra 1	A whole planet's ocean (minor)
Ultra 2	A whole planet's ocean (major)
Cosmic 1	Catastrophic
Cosmic 2	No Limit

Unreal

Prerequisite: Ghosting Rank Supreme (100)

There are many things in the universe that are just too hard to believe. You happen to be one of them. Whenever dealing with other beings, those beings need to make a SPIRIT save against your Unreal Rank or they won't even be able to see you. And even if they do they will forget ever meeting you and won't be able to recall any details about events around you. A being who makes the save will still be stunned by your appearance because it's so unreal. Most cosmic types who have this power use it to shield their existence from lesser beings.



POWER FAILURE/MAGIC

POWER FAILURE (Optional)

You have fought all day against the greatest threat to the Earth and you have pushed your powers well beyond what they should do. Now you are fried, your powers are flickering and a new villain has emerged! You are suffering from POWER FAILURE!

Power Overload Rule

Characters can choose to do a Power Overload, where they may increase the Rank of their power temporarily. Here's how it works:

The Player rolls 1d10 for Rank Boost:

1-5: The character increases their power +1 Rank
6-8: The character increases their power +2 Ranks
9: The character increases their power +3 Ranks
10: **POWER OVERLOAD!!!** They lose control! If the power does damage, then everyone within a reasonable range gets hit for the full Rank of the character's power. The character also takes an additional 20 points of damage from the overload! If the boost is for movement the character spirals out of control and smashes into the nearest solid object taking damage equal to their power's Rank +20!

The Player then rolls 1d10 for duration:

1-5: One Turn
6-9: Three Turns
10: Five Turns and character's power fails afterwards automatically for 1d10 Turns

Power Failure Rule

Anytime a character pushes their power past the normal power Rank they must roll a 1d10 to see what the long term effects are.

1: Character's power suffers a -1 Rank for one Turn
2-4: Character's power suffers a -1 Rank for one week
5-7: Character's power suffers -2 Ranks for one week
8-9: Character's power suffers from **FLICKER***
10: Character's power no longer works!!!

***FLICKER:** Any character who is inflicted with **FLICKER** must roll 1d10 every time they go to use the **FLICKER**'d power.

1-3: Power works as normal
4-5: Power Works at -1 Rank
6-7: Power doesn't work
8-9: Power works at +1 Rank
10: **POWER OVERLOAD** (see **POWER OVERLOAD**)

MAGIC

Magic is a tricky thing. Not everyone can cast magical spells. If a character's SPIRIT isn't higher than 20 Rank then they won't be able to cast spells. This doesn't mean they can't use magical items, however. A person who uses spells needs to have had a mentor, someone who was well versed in magic. Otherwise, the magic spells learned are chaotic at best. This type of learning usually comes when someone finds a spell book and toys around with it.

Using Magic

In order to use Magic, the character must have 'Magic' as a Special Focus. Individual spells have their own effect Rank, just like regular powers. Spells can be created from the power lists in **G-Core**. To know if a spell works or not, the character makes a Magic save versus the Rank of the spell they are casting. If they succeed then the spell works. If not, the spell fails.

Dangers of Magic

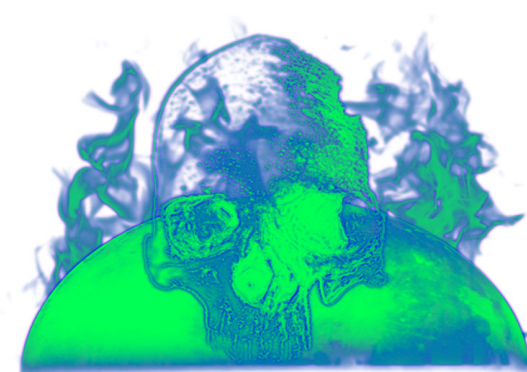
Magic comes from two sources: dimensional and spatial.

SPATIAL: Magic that comes from within.

DIMENSIONAL: Dangerous magic that draws its energy from other dimensions. Anyone using it runs the risk of attracting unwanted attention from dimensional creatures and beings. A spell cast that fails using dimensional energy will send a 'ping' across that dimension.

At the game master's discretion roll 1d10:

1-4-nothing
5-7-small creatures appear (like gremlins)
8-9- a large creature appears (like troll)
10- a One Before appears...and you are in deep poop! (like Cthulhu)



CHARACTER GENERATION

Hardware

Invention is what makes the world go round. Without fresh ideas and concepts the world would go stale. When building machines characters need to remember that they need: **money, training, and time.** If you lack one of these three, then your days of building cool machines are limited to picking away here and there and not finishing it. The first thing we are going to cover is the construction process.

Steps to Build

Step 1:

In order to build anything you need to have the resources to do it. You may NOT build anything from a material that costs more than your Resource Rank. So if you wanted a tank using Mighty material, you'd need to have Mighty (70) Resources. The loophole around this is if two characters combine their resources to buy the material. So if someone with Awesome (50) Resources teamed up with someone with Fantastic (40) Resources then they could acquire the goods needed to build their armored tank. Resources are required ONLY for materials, not for the actual damage, speed or other gadgets.

Step 2:

Next the character needs to have the SMARTS and skills needed to build what they want. A character may build an item that has an effect up to the character's SMARTS. The invention effect may NOT surpass that UNLESS two players combine their efforts just like they could combine their resources or they have a Special Focus. This joint effort can increase the effect of the invention equal to the two players' SMARTS combined. Teamwork does pay off.

Step 3:

The final thing one needs to build or invent is time. Characters need to add up ALL the Ranks for their invention that had to be custom built. Here is where that Special Focus comes into play. Subtract your Special Focus from the TOTAL off all the Ranks for the invention. The result is how many hours it will take to build the invention.

Example: Henderson is building an ion blaster. He orders the parts needed to build the weapon. Henderson has a SMARTS 30 and Electronic Engineering +30 as a Special Focus. He doesn't want the weapon to be too powerful so he decides to build it at an Extraordinary Rank (30) intensity and 20 Rank material. He adds those together giving him 50. Henderson then subtracts his Electronic Engineering of 30. It will take 20 hours to build the device.

Something else to keep in mind is the scale of the thing you are building. You always multiply the scale by the time needed to build. Scales work like this:

1:0	Hand Sized
1:1	Human Sized
1:10	Vehicle Sized
1:100	Spacecraft Sized
1:1000	Starships, Naval Vessels
1:10000	Super Carriers, Large Starships
1:100000	Planet Killers

Jury-Rigging

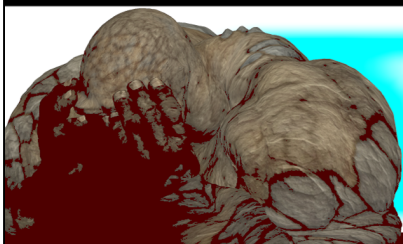
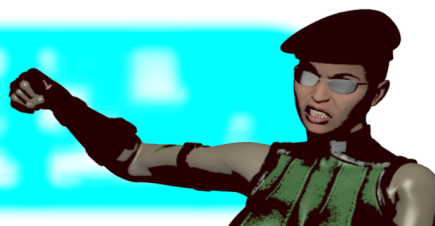
There are times when a character doesn't have enough time or money to build their super device. This is when a character may choose to build a jury-rigged item. The jury-rigged item only lasts for so long and takes half the time to build than a fully functional, long lasting device. In addition to that, a player needs to roll on the Jury-Rigged Table each time they use the device.

Roll	Result
1-5	Device Works
6	Device Explodes doing damage equal to device Rank
7-9	Device Fails
10	Device Falls Apart



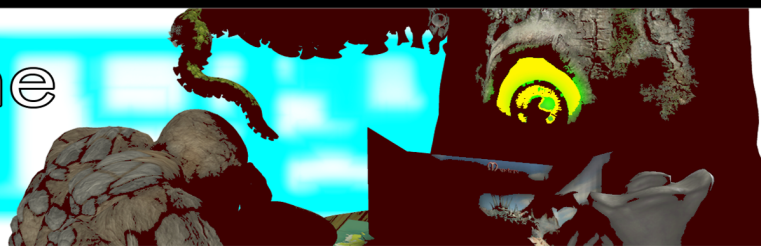
The Grog

The Gamer
Girl



The Sore Loser

The Game
Master



MECHANICS

MECHANICS

MECHANICS

The 1d10 rolled represents 10s. So if a player rolls a 4 it would be 40.

Stat+Special Focus+1d10=Result

Powers work: Stat+Special Focus+1d10=Result

Against another player or an opposing force:

Player rolls:

Stat+Special Focus+1d10=Result

***Opposition rolls:**

Stat+Special Focus+1d10=Result

*Most of the time players are likely trying to dodge when rolling against an opposing force. That applies Agility as the stat and any Special Focus that might apply.

Winner: Whoever's result is highest

STATIC ROLLS

When the Game Master needs to make a check against the player in areas of difficulty (that aren't covered anywhere else) they use static checks. The Game Master takes the Ranks below, rolls 1d10 (percentile) and adds the two. The player rolls against the Game Master's number. Whoever has the higher number wins.

Easy: 20 (Little Effort)

Medium: 40 (Tasks that require some effort)

Hard: 60 (Requiring a lot of effort)

Super: 90 (Requiring a 'super' touch)

Ultra: 110 (Cosmic and Demigod range)

WILD

Being a super hero means surviving the odds. To represent this players are given WILD at character creation. Each game session their WILD is restored to full value. WILD can be used to adjust rolls, soak damage, or pull the occasional miracle. WILD MUST be used in multiples of 10. So when can a player declare they are using WILD? That would be at any point during a turn unless it is being used to adjust a roll. Then you must declare that you are using some of your WILD.

Game example: Roadburn is trying to jump a bike from a parking garage into an office building window. It's going to take a lot of talent to pull that off. Roadburn puts in 10 WILD for his roll. So he takes his Agility (20)+Motorcycles (+30)+1d10 (rolling a 50) =100. His WILD is added to it making the final roll 110. Roadburn lands in the office with the bike in one piece (which is almost impossible for Roadburn). Of course, upon landing he comes face to face with Tyrant, who hits Roadburn with a massive 100 rank

energy blast. Roadburn is tough, but that type of damage will almost put him down for the count. He takes 30 WILD and soaks 30 points of damage.

ACTIONS & TURNS

-Players have a number of actions equal to their AGILITY divided by 10.

-During a turn, the player with the highest AGILITY goes first and does 1 action. Then the next person in AGILITY line until each player has gone once. Then you go back to the first person until everyone has used up all their actions. Once ALL actions are used up, that represents a single turn.

-**Dodges** use 1 action. A player that dodges uses up their action for the next round. If they don't have any left they cannot dodge and an attacker need only roll higher than the player's AGILITY to hit.

TEAMWORK

When working with another player on a single objective, be it academic or combat oriented, the players add +10 PER player involved to their roll.

Example: You have a five person team fighting a villain. Each player will get +50 to their rolls because they are working together to bring down the target.

Example 2: You have two heroes trying to come up with a cure for an alien virus. They get +20 to their SMARTS rolls while trying to solve this problem.

CHECKS & SAVES

If you need to make a check to see if a power or something else beats you out, players use the following formula:

Opposing Rank+1d10=RESULT
Player's Stat+1d10=SAVE

If the player rolls HIGHER than the opposing result then they make the save.

Example: Roadburn sees a car accident with a child trapped in a burning car. He runs up not fearing fire, but doesn't check for live power lines and steps on one. The current from a power line is 50 rank!! Roadburn is laughing at first making his 1d10 roll plus his MOXIE of 40, which he rolls a 1. Roadburn's total is a 50. (The GM rolls 1d10 and gets a 40 for a total of 90). The mad demon stuntman gets zapped hard for 50 points of electrical damage. Luckily for him he can withstand 40 points because of his natural toughness. He also gets stunned by the shock and thrown back, which will take him 1 turn to recover from.

In other cases players are making checks that involve their Moxie or Spirit.

Example: Roadburn has a Spirit of 10 in his human form. He sees a brand new motorcycle with all the

MECHANICS

fixings. He is **OBSSESSED** with bikes. He needs to make a **SPIRIT** save as part of his curse. Roadburn rolls 1d10 and gets a 40+10 for his **SPIRIT** for a total of 50. (The GM rolls 1d10 + 50 for the Obsession Rank and gets a total of 70). Guess old Roadburn the demon is coming out to play.

When it comes to detecting rolls the same rules apply.

Example: AmeriKan is hunting a robot who has a cloaking device at 40 Rank. AmeriKan's **PERCEPTION** is 30. He rolls 1d10 and gets a 30. He then adds his **PERCEPTION** of 30 giving him a total of 70. (The GM rolls 1d10 and gets a 3 giving them a total of 70. But because he was so close, he sees a slight variation in texture where the robot is standing.

Here are some sample saves players might need to make:

Moxie: Choking, hold breath, poison, toxins, vacuum

Perception: Detecting an ambush or trap, seeing invisibility

Spirit: Fear, mental domination, psionic attacks

Stunned for how long?

If a player fails a **MOXIE** save, they are usually stunned for 1 turn for every multiple of 10 they failed their roll by. So if a player were to fail a **MOXIE** roll by 30 points, then they would be stunned for 3 turns.

DAMAGE TYPES

There are two different types of damage: lethal and stun. **Lethal Damage** is reserved for blades, guns and some powers that can kill. Anyone who is knocked to **ZERO HEALTH** by lethal damage dies. **Stun Damage** is reserved for blunt and power damage. Players who are knocked to **ZERO HEALTH** by these forms of damage are knocked out until they receive medical attention. Please note that the person knocked to **ZERO HEALTH** by stun damage is out cold even if the damage was more than the **HEALTH** they had. If they take any more stun damage, the player dies.

STACKABLE DAMAGE

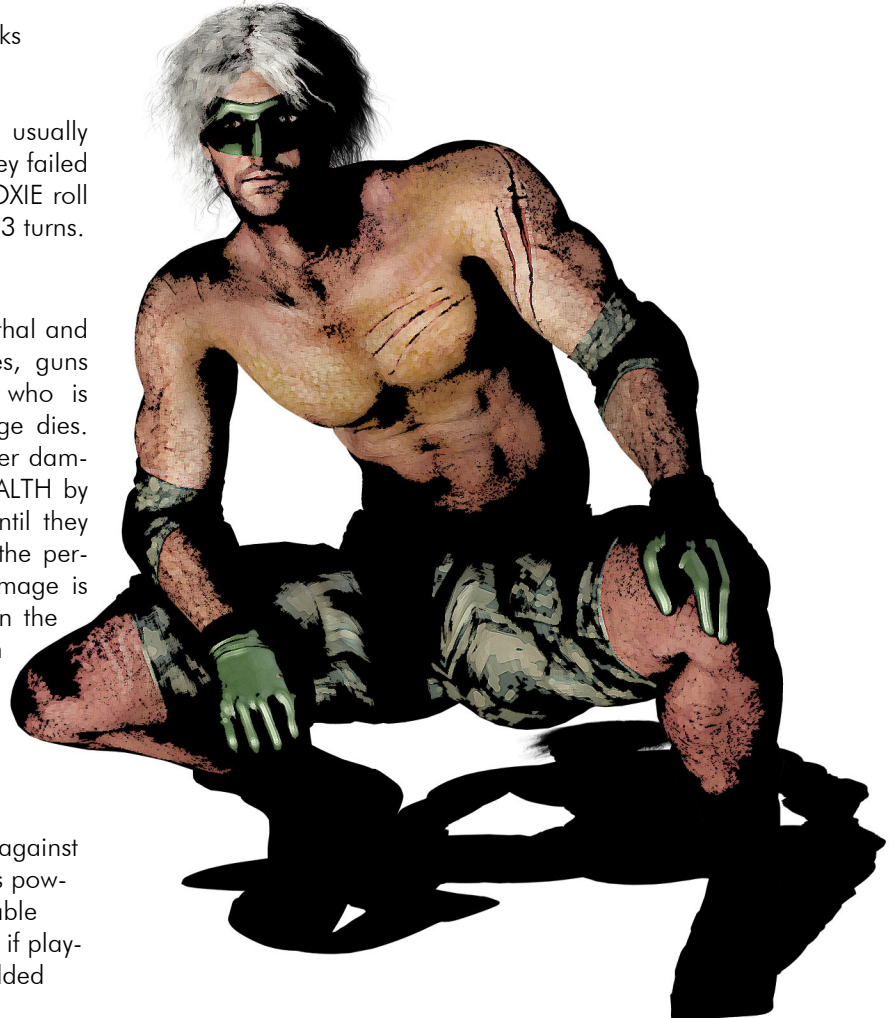
In G-Core players are able to stack damage against a common target. Keep in mind that Nemesis powers work against each other. So how is stackable damage explained in game terms? In a Turn, if players hit the same target, all their damage is added together and this is the final damage.

Example: Bob, Trent and Cody are all attacking a robot with 50 armor versus physical damage. Bob does 30 damage, Trent 10 and Cody 30 damage when physically attacking for a total of 70 points of stun damage. So if they all manage to hit the robot in the same Turn then the robot would take 20 points of damage.

WEARING IT DOWN

When players are fighting things with an equal armor to the player's attack damage, it is possible to wear that material down. When this happens, armor is reduced by 10 each Action **AFTER** the initial hit. If the player misses the second Action, then the armor returns to normal. Keep in mind, players who are tag-teaming a single target can exploit this vulnerability.

For example: Lady Tyson has a **MIGHT** of 50 and she is fighting a robot with an armor of 50. She punches the robot and does no damage. But now the material has been compromised and the next Action if she hits, the robot's armor is **ONLY 40** instead.



MECHANICS

POPULARITY

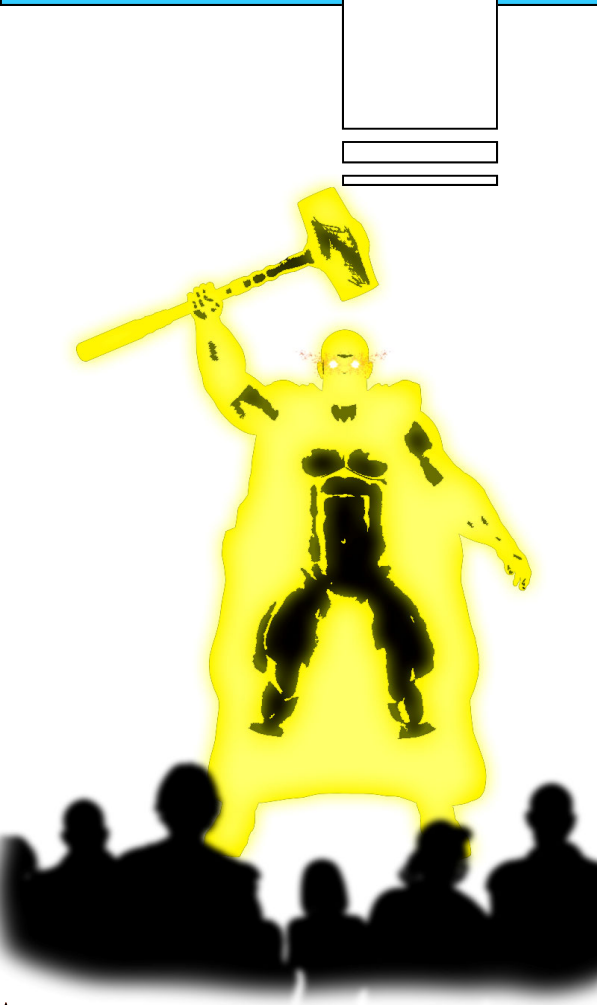
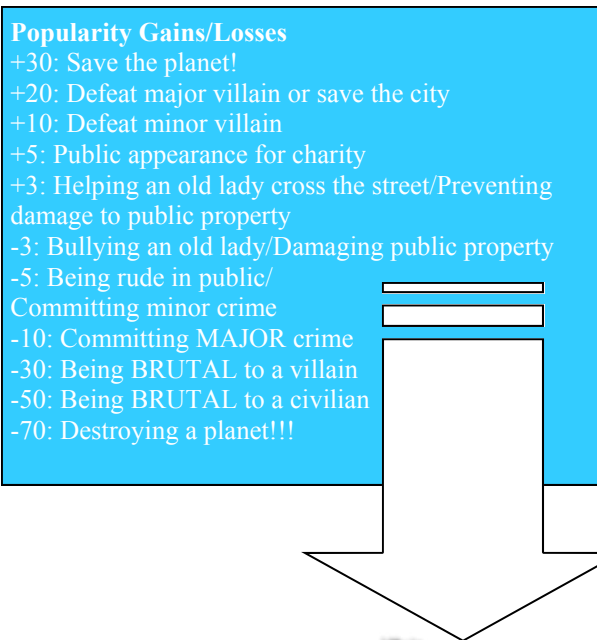
As the hero adventures forth and acts like a hero or villain, their Popularity is going to change. Sometimes for the better and sometimes not. The lower the Popularity the more likely the hero is going to get into trouble with the law and the general public. A high Popularity means that the character is recognized in a good way and people are more likely to listen to and respect them.

Popularity Gains/Losses

- +30: Save the planet!
- +20: Defeat major villain or save the city
- +10: Defeat minor villain
- +5: Public appearance for charity
- +3: Helping an old lady cross the street/Preventing damage to public property
- 3: Bullying an old lady/Damaging public property
- 5: Being rude in public/Committing minor crime
- 10: Committing MAJOR crime
- 30: Being BRUTAL to a villain
- 50: Being BRUTAL to a civilian
- 70: Destroying a planet!!!

Popularity Gauge

- 10: Neighborhood Hero
- 20: Small Town Hero/City District
- 30: City Hero
- 40: National Hero
- 50: World Hero
- 70: Galactic Hero
- 100: Godly Hero

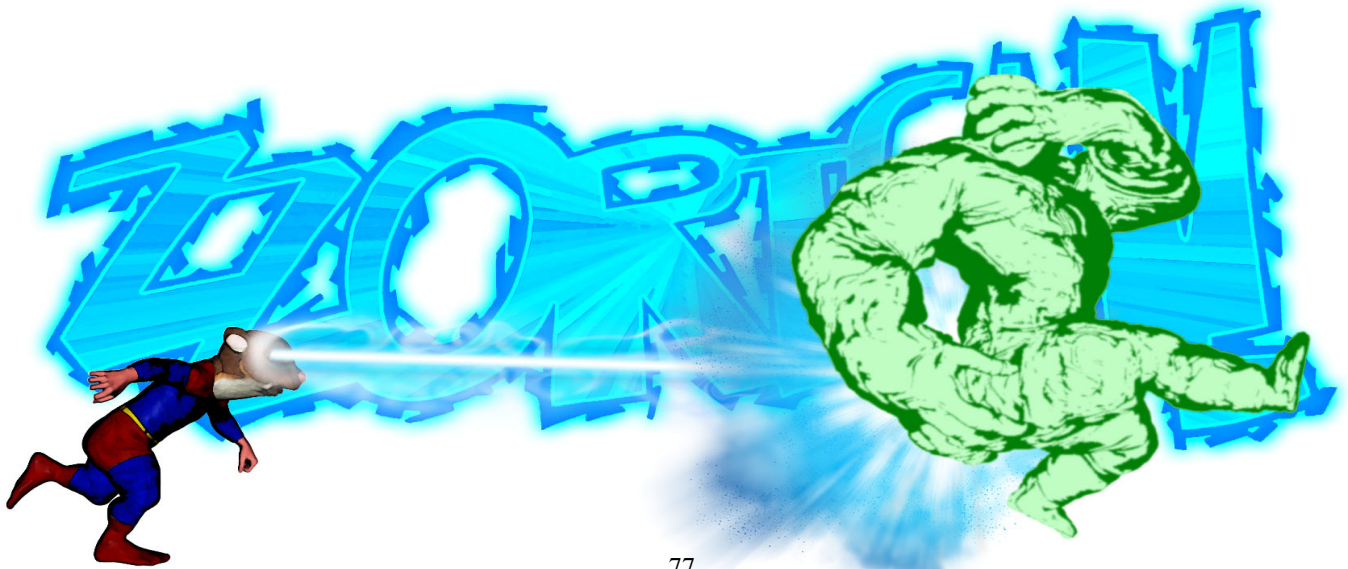


IMPROVING CHARACTERS

It is possible that as characters progress through life that they may become more educated and better trained. If characters are actively seeking to improve their Special Focuses then the game master should consider a +10 increase to that Special Focus. Or maybe a character has been working out. Allow them to increase a physical stat by a Rank (depending on the training). But this only happens if the characters apply themselves to the task of improving. If they aren't being serious, they will never learn.

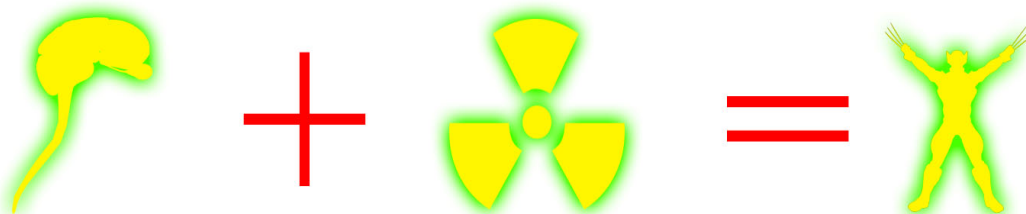
UNDERSTANDING RANK

RUMBLE	Description	AGILITY	Description	MIGHT	Description
Pathetic	Untrained	Pathetic	Crippled	Pathetic	50 lbs
Below Average	Very little ability	Below Average	Limited Movement	Below Average	100 lbs
Average	Basic human fighting ability	Average	Normal Human	Average	200 lbs
Decent	Some training in hand to hand. MOAB.	Decent	Some training	Decent	400 lbs
Excellent	Combat experienced	Excellent	Olympic Athlete, natural ability	Excellent	800 lbs
Extraordinary	Advanced combat training. Special forces.	Extraordinary	High agility from formal training added with natural talent.	Extraordinary	1 ton
Fantastic	Die hard combat trained style. The best of the best.	Fantastic	Able to dodge single bullets!	Fantastic	10 tons
Awesome	Mastery over combat actions	Awesome	Super agility! May dodge multiple bullets.	Awesome	50 tons
Mighty	The range that gods fall into.	Mighty	Able to evade full automatic gunfire.	Mighty	80 tons
Supreme	The level at which one can train the Gods how to fight.	Supreme	Agile enough to dodge lasers!	Supreme	80 tons+



MECHANICS

MOXIE	Description	SMARTS	Description	PERCEPTION	Description
Pathetic	Must rest after 1 minute of light work.	Pathetic	Not all there	Pathetic	Doesn't know the world around you exists
Below Average	Really out of shape. Must rest every 2 minutes.	Below Average	Modern tech is as far as you can go.	Below Average	Dense
Average	Must rest after 10 minutes of work	Average	Normal Human	Average	Normal Human
Decent	Must rest after 30 minutes of work	Decent	Understands modern technology. Can perform repairs.	Decent	Takes Notice
Excellent	Must rest after 60 minutes of work	Excellent	Can perform experiments and jury-rig equipment	Excellent	Picks up on details
Extraordinary	Only needs nightly sleep	Extraordinary	Can operate alien technology and invent lasting equipment	Extraordinary	In the business of picking up on details some might miss
Fantastic	Nightly sleep	Fantastic	Can repair alien technology. Also may improve current technology.	Fantastic	Really spots things with little effort.
Awesome	Nightly Sleep	Awesome	Able to improve alien technology.	Awesome	Extremely aware of surroundings.
Mighty	Can survive the harshest environments for short periods of time	Mighty	Able to create artificial life.	Mighty	Uncanny sense of surroundings and those around them.
Supreme	Doesn't need to eat or breathe.	Supreme	Cosmically aware	Supreme	Cosmic Perception



UNDERSTANDING RANK

Spirit	Description
Pathetic	Easily controlled
Below Average	Untrained or young
Average	The typical Joe
Decent	Some training
Excellent	Trained against the mind arts
Extraordinary	Mentally tough
Fantastic	Powerful will, almost impossible to break
Awesome	Iron willed
Mighty	The prime iron will
Supreme	This is as tough as you can get mentally. Psychic attacks do no damage to you.

The BASIC RANK Meanings

- 2: **Pathetic:** You are so weak that you could die from falling from a chair.
- 5: **Below Average.** The loser category or for those who are seriously crippled.
- 8: **Average:** Exactly that, Average.
- 10: **Decent:** One up on the typical Joe.
- 20: **Excellent.** This is where human perfection comes into play.
- 30: **Extraordinary.** The MAX a human may reach in their potential.
- 40: **Fantastic.** Anyone who has been augmented is at this level. This can be through technology or mystic gifts.
- 50: **Awesome.** This is the level past human. Super beings are here.
- 70: **Mighty.** Demigods and prime beings get this high.
- 100: **Supreme.** Demigods, Cosmic heroes and some extreme powered EVs can reach this Rank.
- 150: **Ultra 1:** Powerful Demigods are at this Rank.
- 200: **Ultra 2:** The weakest of Gods are here. This includes an almost maxed out Cosmic being.
- 500: **Cosmic 1.** Some Cosmic heroes achieve this Rank. At this Rank players are heading into the range of Gods of Mythology.
- 1000: **Cosmic 2.** Here is where the Gods of Mythol-

ogy stand. Characters with Ranks this high can create life with a thought or smash whole planets with their bare hands.

3000: **Cosmic 3.** Above the Gods of Mythology are the Ones Before. This Rank represents them best.

5000: **Divinity:** Those who created those who created life.

∞: **Infinity.** This is where God Almighty reigns.

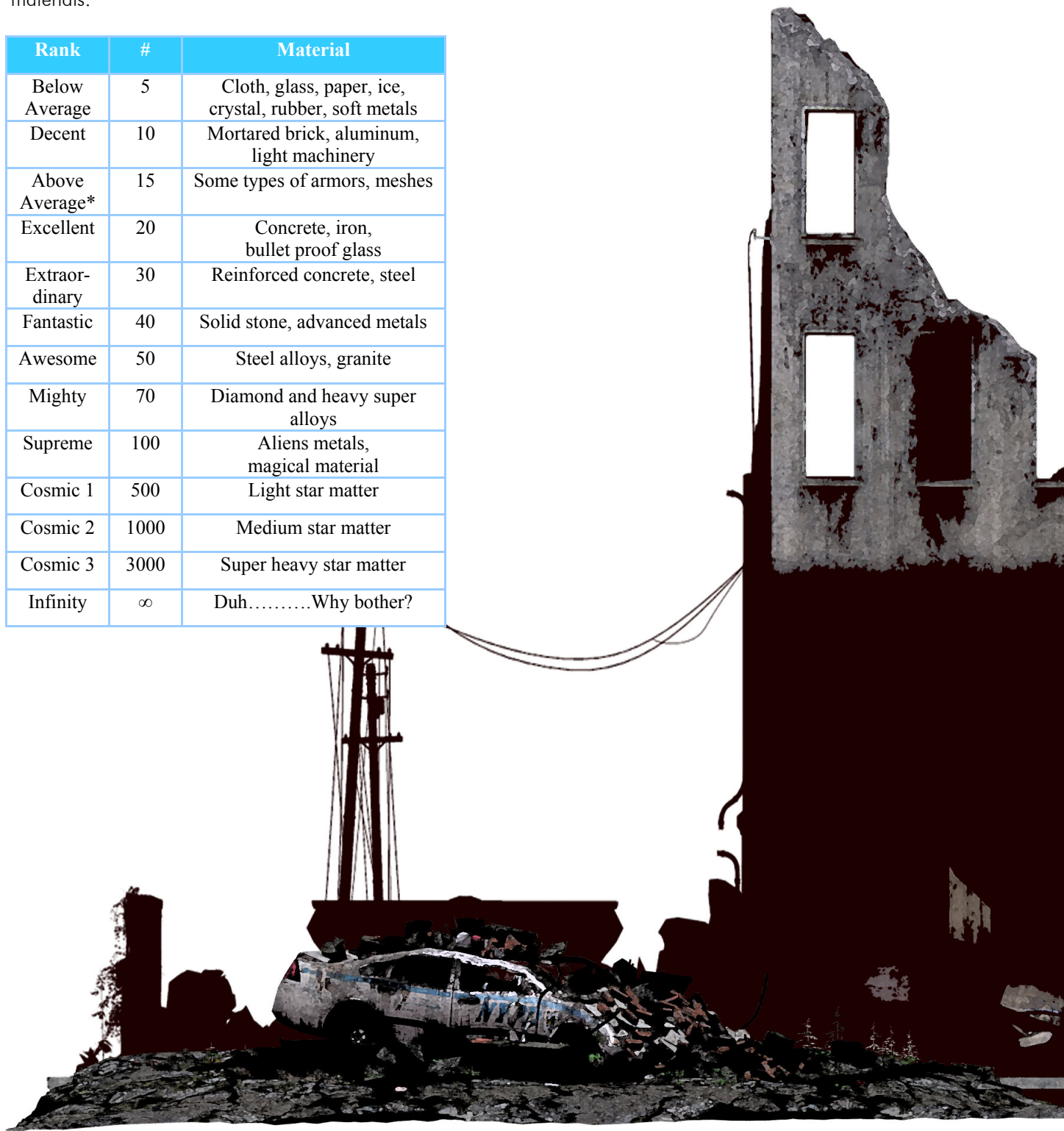


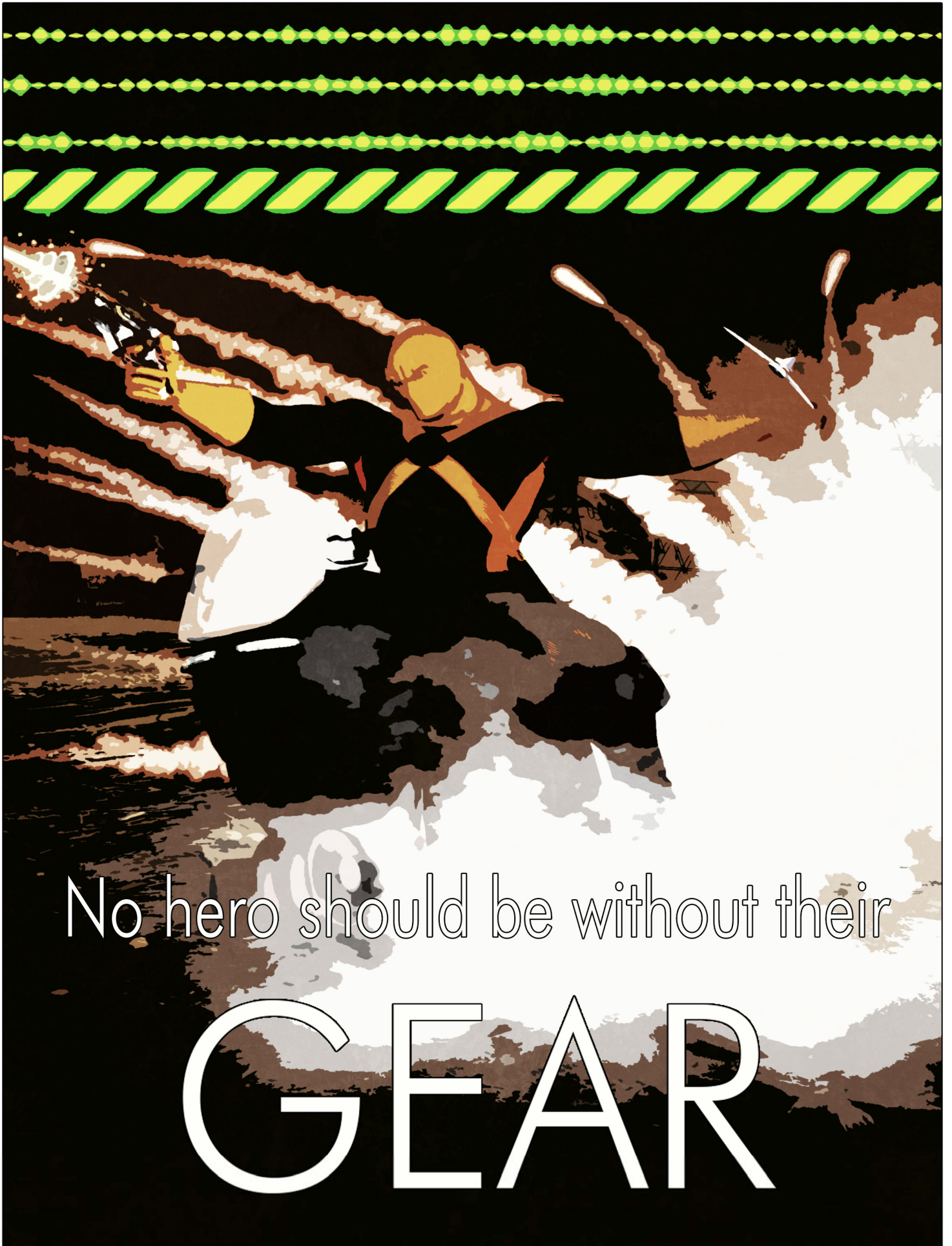
MECHANICS

Material Strength

Everything has a material strength. Even paper (which is 0). In order to damage a material you must have MIGHT equal to (using the Wearing it Down rule) or greater than that material. Here are sample materials:

Rank	#	Material
Below Average	5	Cloth, glass, paper, ice, crystal, rubber, soft metals
Decent	10	Mortared brick, aluminum, light machinery
Above Average*	15	Some types of armors, meshes
Excellent	20	Concrete, iron, bullet proof glass
Extraordinary	30	Reinforced concrete, steel
Fantastic	40	Solid stone, advanced metals
Awesome	50	Steel alloys, granite
Mighty	70	Diamond and heavy super alloys
Supreme	100	Aliens metals, magical material
Cosmic 1	500	Light star matter
Cosmic 2	1000	Medium star matter
Cosmic 3	3000	Super heavy star matter
Infinity	∞	Duh.....Why bother?





No hero should be without their

GEAR

GEAR

Vehicles

Basic Vehicle Rules

- A vehicle has a Body. When the body reaches zero the vehicle is destroyed.
- A vehicle's Drive is the number used when making driving and steering checks. You may NOT exceed it (usually attempted by people with higher AGILITY).
- A vehicle does damage equal to their speed when ramming (see Speed chart)
- When a vehicle rams an object that is tougher than it is, the vehicle will take damage.
- When a vehicle is reduced to half its Body, the driver suffers a -10 to all driving rolls.

Vehicle	Body	Drive	Speed
Car	100	10	Decent
Limo	150	8	Excellent
Armored Limo	200	8	Excellent
Motorcycle	10	8	Excellent
ATV	10	20	Decent
Truck	100	10	Decent
Box Truck	150	8	Decent
Big Rig	150	10	Excellent
Train	500	8	Decent
Small Plane	80	8	Excellent
Private Jet	80	20	Extraordinary
Fighter Jet	100	20	Fantastic
Passenger Jet	80	10	Extraordinary
Helicopter	100	10	Decent
Military Helicopter	150	10	Excellent
Sailboat	50	5	Below Average
Luxury Boat	50	8	Average
Speed Boat	80	10	Extraordinary
Patrol Boat	100	20	Extraordinary
Medium Military Ship	200	8	Excellent
Large Military Ship	300	8	Decent
Rocket Board	50	20	Extraordinary
Jet Pack	50	10	Decent
Space Fighter	100	50	Mighty



Armor and Weapons

ARMOR

It has a Value which is how much damage it can absorb. Any damage over the armor is applied to the wearer's HEALTH.

Armor	Value	Cost
Leather	8	10
Padded	8	8
Scale	10	10
Kevlar Light	10	200
Kevlar Heavy	12	300
Tactical Armor	15	400
Hard Armor	20	800
Military Hard Suit	30	1000



GEAR

WEAPONS

Range: How many spaces the weapon can accurately shoot if using a grid map. Otherwise multiply the number by 10 and that's how many yards the weapon can shoot.

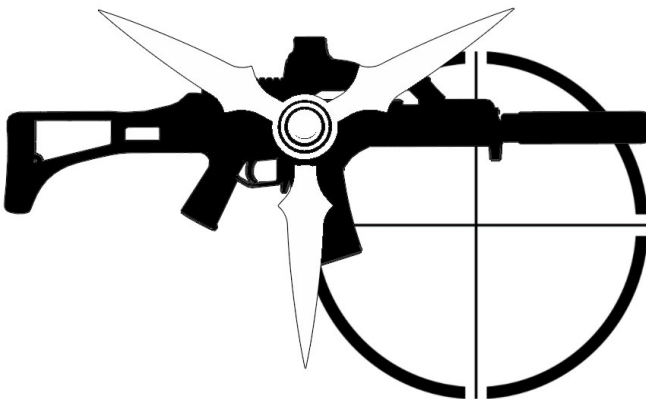
Armor Piercing: Some weapons can use armor piercing rounds. If a gun is firing AP rounds it ignores armor up to DOUBLE its damage.

Example: So a rifle does up 15 points of damage. With an AP round it can punch through 30 rank armor, but not higher.

Damage: If the weapon does 1d10 damage, then it can do between 1-10 points. If the weapon does 1d10+5, then it does between 1-10 points +5 more points. The 1d10 in the case of weapon damage does not represent 'tens', but instead 'ones'.

Weapon	Damage	Range	Cost
Pistol	1d10	3	8
Rifle	1d10+5	10	8
Assault Rifle	1d10+5	7	10
Shotgun	1d10+10	3	8
Sub-Machine Gun	1d10+20	7	100
Machine Gun	1d10+20	10	200
Flame Thrower	1d10+20	2	10
Light Artillery	1d10+30	10	1500
Heavy Artillery	1d10+40	20	3000
Rocket Launcher	1d10+30	10	200

Weapon	Damage	Range	Cost
Bow	1d10	MGT	8
Crossbow	1d10	3	8
Spear	1d10+10	MGT When Thrown	8
Axe	1d10+10	MGT When Thrown	8
Knife	1d10	MGT When Thrown	8
Sword	1d10+10	—	8
Blunt Object	MGT	—	8



SOME BASIC COSTS

Vehicles:

Motorcycle	70 Points
New Car	60 Points
User Car	30 Points
Sports Car	600 Points
-Used	300 Points
Fancy Car	1100 Points
-Used	1000 Points
Boat	200 Points
Yacht	400 Points
Plane	400 Points
Jet	2500 Points

Housing and Rentals

Rentals

-Apartment	10 Points/Month
-House	20 Points/Month
-Office	20 Points/Month
-Building Floor	70 Points/Month
-Furniture	5 Points/Month
-Office Furniture	70 Points/Month

Owned

House	600 Points
Mansion	1500 Points
Vacant Land	150 Points/Acre
Building	2000 Points

Misc. Costs

Bicycle	6 Points
Clothes	2 Points
-Formal	8 Points
Dinner Date	4 Points
Electronics	10 Points
(Includes Cameras, MP3 Players, Radios ect)	
-High Tech	100 Points
(Includes computers, digital recorders, security systems (per room) etc)	
Everyday Items	2 Points
Tools	6 Points

Hospital

-ER Visit	60 Points
-Surgery	100 Points
-Long Term	300 Points

GENERICS

Stats	Crook	Cop/Security	SWAT	MERC/Soldier
Rumble	10	10	20	20
Agility	8	10	10	10
Might	8	8	10	10
Moxie	8	10	10	10
Smarts	5	8	8	8
Perception	5	8	10	8
Spirit	5	8	8	8
Health	34	38	50	50
WILD	15	24	26	24

Stats	Doctor/Scientist	Elderly/Child	Politician/Lawyer	Reporter/Student
Rumble	5	5	5	5
Agility	10	5	8	8
Might	8	5	8	8
Moxie	10	5	5	8
Smarts	10	8	10	10
Perception	20	5	8	20
Spirit	8	5	10	10
Health	33	20	26	29
WILD	38	18	28	40

Stats	Robot: Basic	Robot: Sentry	Robot: Combat	Alien: Basic	Alien: Invader
Rumble	10	20	30	10	30
Agility	10	20	30	10	20
Might	10	20	30	20	20
Moxie	10	20	30	20	20
Smarts	8	10	10	20	10
Perception	8	10	20	10	20
Spirit	8	8	8	10	10
Health	40	80	120	60	90
WILD	24	28	38	40	40

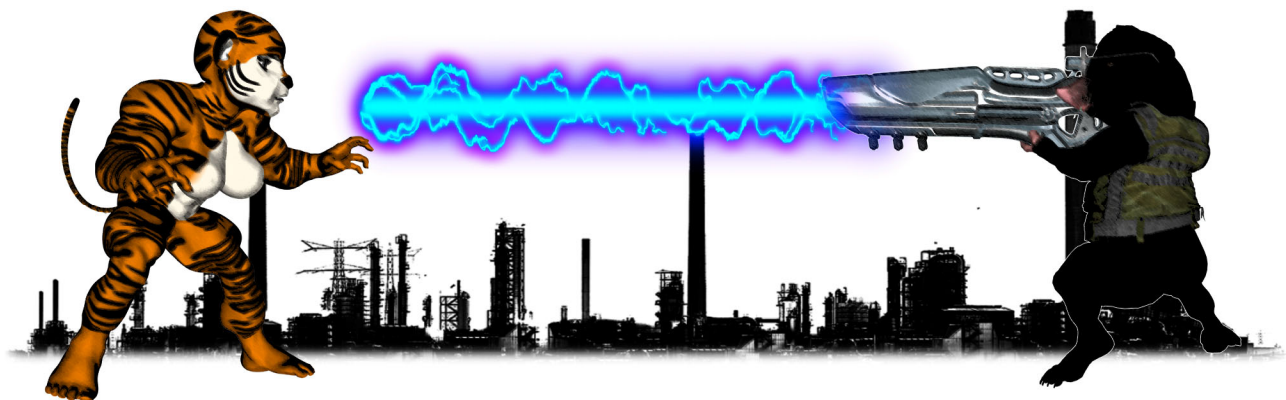
Stats	Alligator Crocodile	Ape Guerilla	Armadillo Small Armored Animals	Bats Nocturnal Rodents	Grizzly Black Bear
Rumble	5	8	2	10	10
Agility	10	8	2	5	8
Might	30	10	2	2	30
Moxie	20	20	2	10	30
Smarts	2	2	2	2	2
Perception	2	8	2	5	5
Spirit	2	5	2	2	5
Health	65	46	8	27	68
WILD	6	15	6	9	12
Special	Bite: 20 Damage	—	5 Body Armor	Bite: 2 Damage	Claws/Bite: 20 Damage

GENERICS

Stats	Birds Of Prey	Cat Small	Cat Lion etc	Cat Prehistoric	Hermaphroditic Cat	Cows
Rumble	10	5	20	20	8	5
Agility	8	10	10	10	10	8
Might	2	2	10	20	2	10
Moxie	8	10	20	20	10	20
Smarts	2	5	5	5	2	2
Perception	5	8	8	10	10	2
Spirit	5	5	5	8	2	2
Health	28	27	60	70	30	43
WILD	12	18	18	23	14	6
Special	Claws: 5 Damage	Claws: 2 Damage	Claws/Bite: 10 Damage	Claws/Bite: 20 Damage	Claws: 2 Damage Pee: 10 Rank Toxin	Horns: 10 Damage

Stats	Fish Small	Fish Medium	Fish BIG	Dolphin Shark*	Whale Killer*
Rumble	2	5	5	10	30
Agility	2	5	5	20/10	8
Might	2	5	8	10/30	40
Moxie	5	5	8	10/40	70
Smarts	2	2	2	8/5	5
Perception	2	5	2	10/2	10
Spirit	2	2	2	8/2	8
Health	11	20	26	50/90	148
WILD	6	9	6	26/9	23
Special	—	Bite: 5 Damage	Bite: 8 Damage	*Bite: 20 AP Damage	*Bite: 30 Damage

Stats	Sea Monster	Squid Octopus	Giant Octopus/Squid	Elephant Mammoth	Rodent Small
Rumble	50	20	20	10	2
Agility	8	30	30	10	2
Might	100	10	40	40	2
Moxie	100	30	50	50	2
Smarts	5	5	8	2	2
Perception	5	5	8	5	2
Spirit	5	5	8	5	2
Health	258	90	140	110	8
WILD	15	15	24	12	6
Special	Claws/Bite: 70 Damage	Bite: 5 Damage	Bite: 30 Damage	Tusks: 40 Damage	Bite: 2 Damage

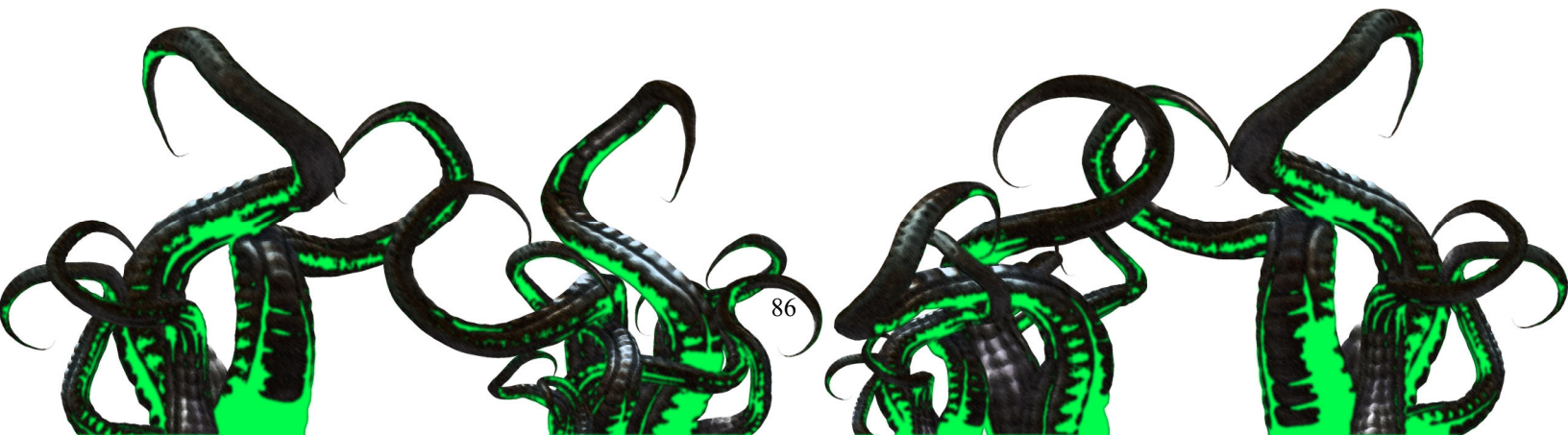


GENERICS

Stats	Rodent Large	Rodent Giant	Snake Average	Snake Large	Snake Giant
Rumble	5	8	10	10	10
Agility	5	8	5	8	8
Might	5	20	2	20	30
Moxie	5	20	8	20	20
Smarts	2	2	2	2	2
Perception	2	5	2	2	2
Spirit	2	5	2	2	2
Health	20	58	25	58	68
WILD	6	12	6	6	6
Special	Bite/ Claws: 5 Damage	Bite/Claws: 10 Damage	Bite: 2 Damage *Toxin: 10 Rank	Bite: 20 AP Damage *Toxin: 10 Rank	Bite: 30 AP Damage *Toxin: 20 Rank

Stats	Canine Basic	Canine Wild	Canine Uncanny Large	Dinosaur Herbivore	Dinosaur Carnivore
Rumble	10	20	20	10	30
Agility	8	10	10	5	10
Might	8	10	30	50	40
Moxie	10	10	30	100	100
Smarts	2	2	8	2	2
Perception	10	2	10	2	2
Spirit	2	2	10	2	2
Health	36	50	90	165	180
WILD	14	6	28	6	6
Special	Bite/Claws: 5 Damage	Bite/Claws: 10 Damage	Bite/Claws: 20 Damage	*Armor: 20 Rank	*Armor: 20 Rank Bite/Claw: 30 AP Damage

Stats	Sea Horse Giant	Sea Turtle Giant	Star Spawn Ugly from space	Daikaiju Earth	Daikaiju Space
Rumble	10	8	20	30	30
Agility	20	5	10	30	30
Might	30	70	40	100	100
Moxie	50	70	150	100	150
Smarts	5	5	8	5	5
Perception	8	5	10	5	5
Spirit	5	5	40	5	10
Health	110	153	220	260	310
WILD	18	15	58	15	20
Special	Swim: 50 Rank	Bite: 60 Damage Shell: 70 Armor	Beams: 50 Rank Tentacles	Armor: 50 Breath: 100 Rank	Armor: 70 Special Attack: 70 Rank Damage



EXPOSURE

Type	Rank	Effect
Air Pollution	5	Players need to make a MOXIE check or suffer -10 on all Rolls.
Tear Gas	10	Players need to make a MOXIE check or suffer -20 on all Rolls.
Snake Venom	15	Players need to make a MOXIE check or suffer -20 on all Rolls. They also take 15 points of damage each turn until treated.
Spider Venom	20	Players need to make a MOXIE check or suffer -30 on all Rolls. They also take 20 points of damage each turn until treated.
Vacuum of Space	100	Players need to make a MOXIE check or suffer -50 on all Rolls. They also take 100 points of damage each turn until back in an atmosphere.
Campfire	5	Players suffer 5 points of damage when exposed to direct flames. They also take 5 points of damage for each round on fire until the flames are extinguished.
Burning Room	10	Players suffer 10 points of damage when exposed to direct flames. They also take 5 points of damage for each round on fire until the flames are extinguished.
Burning House	20	Players suffer 20 points of damage when exposed to direct flames. They also take 5 points of damage for each round on fire until the flames are extinguished.
Burning Storage Building	30	Players suffer 30 points of damage when exposed to direct flames. They also take 5 points of damage for each round on fire until the flames are extinguished.
Burning Chemicals	40	Players suffer 40 points of damage when exposed to direct flames. They also take 5 points of damage for each round on fire until the flames are extinguished.
Exposure to Industrial Furnace	50	Players suffer 50 points of damage when exposed to direct flames. They also take 5 points of damage for each round on fire until the flames are extinguished.
Explosive Chemicals	75	Players suffer 75 points of damage when exposed to direct flames. They also take 5 points of damage for each round on fire until the flames are extinguished.
Volcano	100	Players suffer 100 points of damage when exposed to direct flames. They also take 5 points of damage for each round on fire until the flames are extinguished and 50 points of damage every turn exposed to lava.
Star	1000	Players suffer 1000 points of damage when exposed to direct flames. They also take 5 points of damage for each round on fire until the flames are extinguished and 500 points of damage every turn exposed to surface.



EXPOSURE

Type	Rank	Effect
Sickness: Cold	5	-10 to ALL actions until recovered.
Sickness: Flu	10	-20 to ALL actions until recovered.
Radiation: Residuals from old Atomic blast	5	Players suffer 5 points of damage when exposed. They also take 5 points of damage for each round of continuous exposure.
Radiation: Recent Atomic blast	20	Players suffer 20 points of damage when exposed. They also take 20 points of damage for each round of continuous exposure. Must make MOXIE check or suffer radiation sickness. Players will take 5 points of damage each day until dead if they fail.
Plutonium	40	Players suffer 40 points of damage when exposed. They also take 40 points of damage for each round of continuous exposure. Must make MOXIE check or suffer radiation sickness. Players will take 5 points of damage each day until dead if they fail.
Nuclear Reactor	50	Players suffer 50 points of damage when exposed. They also take 50 points of damage for each round of continuous exposure. Must make MOXIE check or suffer radiation sickness. Players will take 5 points of lethal damage each day until dead if they fail.
Direct Atomic Blast	75	Players suffer 75 points of damage when exposed. They also take 75 points of damage for each round of continuous exposure. Must make MOXIE check or suffer radiation sickness. Players will take 5 points of lethal damage each day until dead if they fail.
Storm: Rain Showers	10	Strength 10 winds.
Storm: Thundershower	30	Strength 30 winds.
Storm: Thunderstorm	40	Strength 40 winds, 40 damage from lightning strikes.
Storm: High Winds	40	Strength 40 winds.
Storm: Tornado	50	Strength 50 winds. Random debris thrown with Strength 50 to damage.
Storm: Hurricane	100	Strength 100 winds. Random debris thrown with Strength 100 to damage.



EXPOSURE

Type	Rank	Effect
Heat: 90 degrees F	10	10 points of damage per turn exposed.
Heat: 120 degrees F	20	20 points damage per turn exposed.
Heat: 150 degrees F	30	30 points of damage per turn exposed.
Cold: 30 degrees F	10	10 points of damage per turn exposed.
Cold: 0 degrees F	20	20 points of damage per turn exposed.
Cold: -30 degrees F	30	30 points of damage per turn exposed.
Cold: Space	70	70 points of damage per turn exposed.
Acid: Mild	10	10 points of damage per turn exposed.
Acid: Standard	20	20 points of damage per turn exposed.
Acid: Concentrated	40+	40 points of damage per turn exposed. (May be higher damage depending on Game Controller's needs.)
Electricity: House Current	20	10 points of damage per turn exposed. Player must also make a MOXIE check or be stunned for 1d10 rounds.
Electricity: Taser	30	30 points of non-lethal damage per turn exposed. Player must also make a MOXIE check or be stunned for 1d10 rounds.
Electricity: Lightning	40	40 points of lethal damage per turn exposed. Player must also make a MOXIE check or be stunned for 1d10 rounds.
Electricity: Power Lines	50	50 points of lethal damage per turn exposed. Player must also make a MOXIE check or be stunned for 1d10 rounds.
Darkness: Typical Conditions	10	This is what you get when you shut the lights off.
Darkness: Mild Darkness	20	Very little light, not even the stars or a reflection.
Darkness: Uncanny Darkness	30	Darkness because of magic or a power unknown.



FLESH IT OUT

THE VILLAIN

The role of the villain is vital to any super hero genre game. They are the friction that provides characters with purpose. Without them, what would super heroes do all day? Rescue cats out of trees? There are a few steps to realizing the ideal villain for your game sessions.

The first is to find a purpose. Why is the villain a villain? Most super villains in RPGs are flat without imagination. They are the typical "I'm evil because someone ran over my cat" and have no depth. In previous games by Dilly Green Bean Games, we have taken villains and given them much more. They are the "I'm a villain because someone I loved betrayed my trust because society dictated that they must". This type of villain can spawn a lot of adventures. First against the one they love and then against society for making them that way. No villain is just born evil. They must be driven to that point by something or someone. It is up to the Game Master to come up with those ideas BEFORE running the game. No matter how low level a villain is, they MUST have depth. Even the weakest defeated villains can come back stronger and deadlier, seeking revenge. Motivation drives all.

***Jay Notes:** *A good example was a villain I used to drop into my old Guardian Universe games as a teen. His name was Harry Pippin, a low level thug who wielded a cybernetic claw that could electrocute a target. I introduced him in my first GU game. He was able to take down the heroes at first, but later got overwhelmed and while fleeing got struck by a tractor trailer truck leaving the villain paralyzed. He later came back with a cybernetic spine, only to get beat up again. Pippin spent years seeking revenge and every time he would end up back in the hospital. While he was a minor villain, Pippin served as a reminder that the past always comes back to haunt you.*

The second thing to do with your villain is to figure out how powerful you want them to be. For longer campaigns and adventures it's good to have some low level henchmen that heroes can beat on. It's no fun to play in a game where the super villain's slaves are stronger than the character. Middle level villains usually have powers and aren't as powerful as the mastermind behind the scenes. This can provide plenty of game sessions before uncovering the truth. Those mid-level villains should be equal in power Ranks and stats to the heroes. If you are running a campaign with lots of villains you might want to

make the first few weaker then work your way up. A mid-level villain should be a challenge to the character, but not so powerful that the character can't defeat them. The mastermind of a super villain scheme has two forms. The first is the powerhouse and the other is the intellectual, but physically feeble, villain. The powerhouse has powers well above the player's ranks and can handle just about anything you throw at them. Only through teamwork can this type be defeated. The intellectual feeble will usually drop one last powerful villain or weapon upon the heroes before they find out that the Wizard of Oz is actually some old dude.

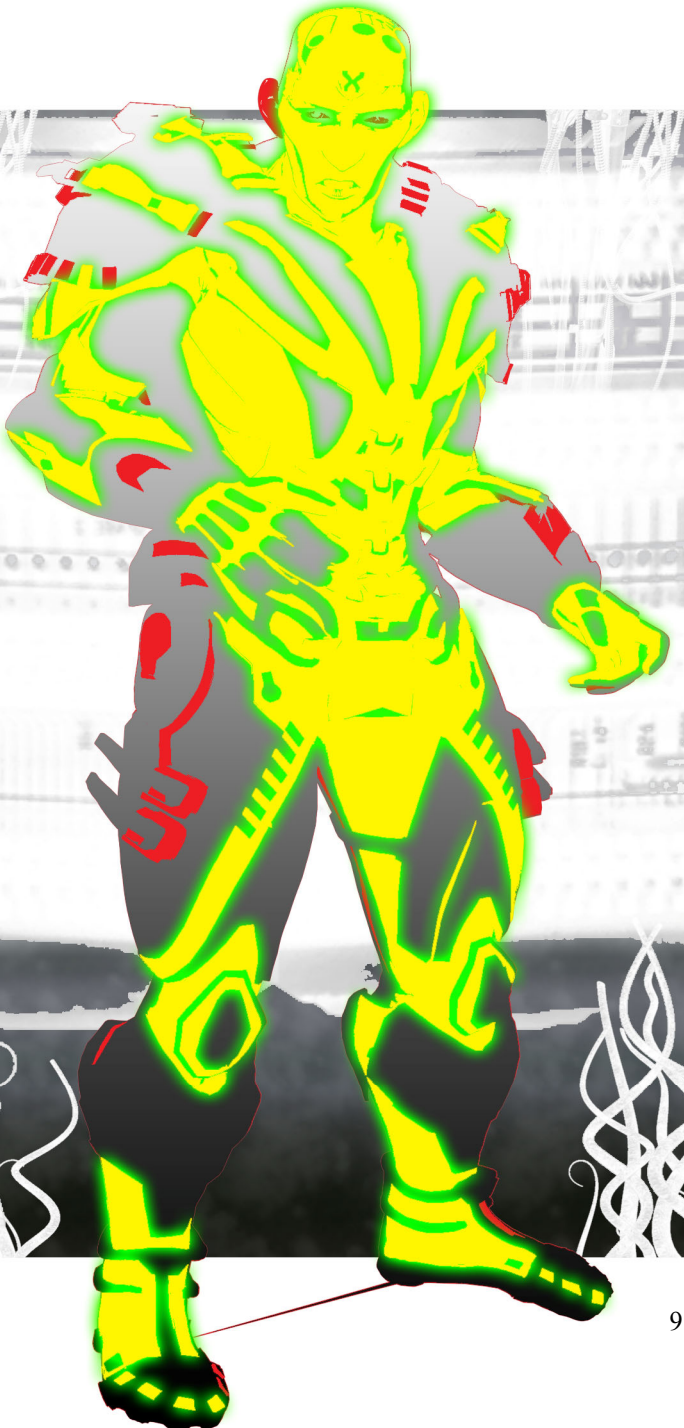
The third item to keep in mind is how many villains do I use? For any battle or encounter it should always be one villain for every one hero. Or at least have a number of villains that have powers that equal up to that one hero, with the exception always being a super villain team-up against a single hero. Sometimes it's a single villain that can cause havoc in a hero's life. They constantly dog them, attacking them in the streets, charity functions and ribbon cutting ceremonies. The hero can't rest while this villain is still around. Maybe the hero is a powerhouse and a band of smaller villains team up to try and humiliate them? Teamwork does wonders, even for the bad guys. Longer game sessions might eventually pit the character against multiple powerhouse villains, in which case the character needs to find a way to divide and conquer or maybe even turn the two against each other.

There must be a weakness for the super villain. If characters are going up against stronger villains there must be some type of flaw or weakness that the hero can exploit. Otherwise there is no point in fighting the uber-villain. The flaw or weakness doesn't have to be obvious, but the Game Master must offer clues or hints. Maybe a villain has an allergy to cats. During a street battle the character gets thrown into a pet control truck and gets covered in cat hair. When the hero gets into a grapple with the villain, the villain's eyes begin to water or maybe they even break away. Or maybe the hero is fighting a villain who always seems to avoid fighting near gardens because their powers fade when around rose pollen. But if Game Masters really want to make it tough, the villain has bought up a huge collection of meteor shards from an impact sight. They keep them stored in a high security vault. Why? Because the stones radiate a type of energy that causes the villain to lose all their powers. It's always good to keep this in mind: villains don't do anything without a reason.

FLESH IT OUT

The last thing you need to do is introduce the villain.

Is it as simple as a daylight robbery or is the villain working in the shadows? The daylight super villain is pretty basic, seeking fame and respect through fear. The shadowy villain works for a greater cause; maybe wealth or maybe for someone even more powerful. While it doesn't matter when you drop a daylight villain into the mix, the shadowy villain should be introduced in bits and pieces. The hero might have a criminal prisoner who is too scared to talk about their boss. Maybe the prisoner is snuffed in jail? Or the super villain might come out of hiding to keep their lackey from snitching. Conspiracy always makes for some great gaming.



LEVELS OF GAME PLAY

Sometimes when running a game the Game Master might want to go a specific route. Maybe they want a street vigilante game or maybe they want a MEGA-hero game. Here are some ways to maintain balance:

Street Level: No player may have a power or Stat over 30 Rank.

-These games are great for players with no powers or low ranking powers. Heroes fighting street crime or human foes.

Classic Comic Level: No player may have more than 1 power and stat over 50 Rank. Every player must take a weakness.

- The 1960s and 1970s really caught this feel in comics. Players are out to save the day, be it in a city they protect or as part of a bigger super team.

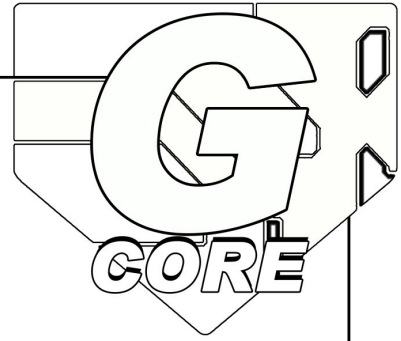
The Super Level: Players may have 1 power and Stat at 100 Rank. They also must take a MAJOR weakness.

-Omega Class and Demigod heroes always draw the attention of the power gamer. So why not run a SUPER level game? Players are out to save the world or galaxy as a MEGA-villain sets their sights on Earth!

Pulp Level: Players may have 1 power and Stat above 30 Rank. All high tech characters must explain how their items work using low level tech.

-There are those Game Masters that LOVE World War gaming. The Pulp Level game pits untraditional low level heroes against old school stereotypes who have sided with the Axis! Heroes are icons in their countries or maybe even whispered rumors.

PRIME



STAT	RANK
RUMBLE	
AGILITY	
MIGHT	
MOXIE	
SMARTS	
PERCEPTION	
SPIRIT	
HEALTH	
WILD	
Popularity	
Resources	

Character Portrait

Character Name:
Origin:
Hero Type:

FLAWS	WEAKNESS

Special Focus	Rank	GEAR

POWER	Rank	Description

ORIGIN SPECIFICS	Rank	Description

CHARACTER BACKGROUND

APPENDIX

Creating a Character Sample: Tar-Zan

STEP 1: Think about what type of hero you want to play.

I want a character that can swing through the city, but not be dressed up in tights. I keep thinking Tarzan. He'll be a semi-outcast, but only because he is super rich, but acts unsophisticated at times. That makes him a turn off to other rich folk

STEP 2: Pick your Origin.

My dude is going to be super smart, which throws people off. I choose: Human: Genius. All this awesomeness will come from his knowledge of bio-chemistry in plants. So his Special Focus will be Bio-Chemistry: Plants +40. His SMARTS is 30 and his PERCEPTION is 20 starting. He also gets Tinker Master, which reduces invention time by 75%. He gets 30 Free Points too.

STEP 3: Pick your Hero Type.

Even though I want my dude to be rich, I need to be realistic. We'll make him a Vigilante. His Dark Past is his family was killed in a plane crash in the jungles of the Amazon. He believes that the Syndicate was behind the crash (engine sabotage). My dude is looking for justice. He has many sympathetic allies in those who have been victimized by the Syndicate. For a Special Focus he takes Martial Arts +20. His weapon of choice will be special seeds he has developed that act like grappling lines when wet that allow him to swing from building to building. He can also tangle targets with it. We'll visit this in a few steps.

STEP 4: Pick a Concept Focus.

Here is where I go wonky. I choose Physical, so he gets +1 Rank to 3 Stats. So I will boost his RUMBLE, MIGHT and MOXIE from 8 to 10. He also gets a +2 to 1 Physical Stat. His AGILITY will now be 20.

STEP 5: Roll for Powers.

I rolled 1d10 and get a 9. That means I get 5 powers! Sweet, that also means I can get my special seeds!

STEP 6: Choose your powers.

First power I choose will be **Webbing** (which will be my seeds).

My second power will be a plant potion that makes his skin super tough. So he gets **Natural Defense:**

Tough Skin.

The third power will be **Super RUMBLE**. He needs to be a natural fighter. He gets this when he eats a special seed he developed.

The fourth power is going to be **Super AGILITY**. When he swings through the city, he needs to swing. Just like above, this power comes from a special seed.

His last power will be **Communicate with Animals**. This one happened because of an experiment that went wrong.

STEP 7: Roll for your Power Ranks.

So I get to roll on Column 2 for my power Ranks because I chose Human: Genius. It means my base stats might be LOW. But hey, Tarzan was never some MEGA hero. I'm working for Street Level.

Webbing: I rolled a 10! That means my webbing will be 30 Rank! SWEET!

Natural Defense: Tough Skin: I rolled a 6, so this baby is going to be 8 Rank. Leather-like skin is cool.

Super RUMBLE: So my Rumble is already 10. Let's hope I roll higher. I rolled a 7...which means no change. Looks like I will be using some Free Points and taking a FLAW to help boost stuff a little.

Super AGILITY: It's 20 right now...I rolled a 5...which would make it an 8 Rank, but it doesn't change.

Communicate with Animals: I rolled a 7 so it will be 10 Rank.

STEP 8: Use your Free Points.

I have 30 Free Points.

My Resources are 8 Rank. Totally NOT what I want. I'll use ALL my Free Points to boost my Resources to 30 Rank. My dude needs to be rich!

Now I need some FLAWS. I'll take a FLAW called NASTY SCARS. That will give me +2 Rank to something else. The scarring can be covered up for the most part, but they came from years in the jungle. So I'll boost my AGILITY 2 Ranks up to 30 Rank! While no RAW Rank may exceed 30 because of the Origin, this high AGILITY may only be used when eating a special seed. The other + will go into RUMBLE making it 20 Rank.

Let's take another FLAW. My dude doesn't mingle well with the upper class because he still has animal behavior issues. So we'll call it FLAW: Animal Behavior. This means he's likely to eat off the floor or with his fingers. He might also have times where he doesn't shower for weeks. With that +2 Ranks, I will increase his SPIRIT from 8 Rank to 10 Rank. He needs to be a little mentally sound. And we'll boost his MOXIE from 10 Rank to 20 Rank. That uses up my last bonus from the second FLAW.

APPENDIX

STEP 9: Determine all the Secondary like HEALTH and WILD.

So far we have:

RUMBLE: 20

AGILITY: 20/40 (after he takes his seed)

MIGHT: 10

MOXIE: 20

SMARTS: 30

PERCEPTION: 20

SPIRIT: 10

So we add RUM-

BLE+AGILITY+MIGHT+MOXIE=HEALTH. Because of his AGILITY pill, my dude will have a / HEALTH number. So his HEALTH is: 70/90.

We then add SMARTS, PERCEPTION and SPIRIT together for WILD which will be 60.

STEP 10: Gear up and set up shop.

All my dude is going to need is a pouch for seeds and a chemistry set. His Resource Rank is 30 (equal to a small corporation). So we'll say that he owns a small company that specializes in Botany research. We'll call it: PlantWorkz.

STEP 11: Ok. Who are you (as in who is your character)? Where do you come from? Do you have family? Friends? What do you do with your free time? Are there people out there that love you? Hate you? Where do you live? Do you have hobbies? Pick a name!! It is here that you flesh out the last of your character before you begin to play.

So what's the rest of my character like?

Character Name: Tar-Zan

Real Name: Bolder Greystoke

His parents were killed in a plane crash, where he was the only survivor. When Bolder finally came home from the Amazon he was taken under the wing of his rich Uncle, Sir Author Midport, a famous general in the British army. But Sir Midport is now a socialite and poor Bolder is having a hard time adapting. Not to mention he is out to bring down the leaders of the city's Syndicate. Bolder lives with his Uncle in the ritzy part of the city. He doesn't have many friends, just those on the wait staff and those whom he has saved from criminals. When Bolder isn't saving the city, he's in the lab working on new seeds to help with his war on crime.

Personality-wise, Bolder is a quiet fellow who keeps to himself. Every now and then he'll come out to play

in the social circles, where he lets his inner beast show. That's where he gets himself into trouble. Swinging from the chandeliers and eating with your fingers isn't 'upper class' behavior.

APPENDIX

FINAL CHARACTER OVERVIEW

Character Name: Tar-Zan
Real Name: Bolder Greystoke

STATS

RUMBLE: 20
AGILITY: 20/40 (after he takes his seed)
MIGHT: 10
MOXIE: 20
SMARTS: 30
PERCEPTION: 20
SPIRIT: 10

SECONDARY

HEALTH: 70/90
WILD: 60

FLAWS

Nasty Scars (minor), Animal Behavior (minor)

POWERS

Webbing: 30 Rank (Based on special seeds that react to Tar-Zan's specific sweat. He can use it to tangle targets and swing from building to building like a sticky web line).

Natural Defense: Tough Skin: 8 Rank. A potion Tar-Zan created made his skin leather tough. This is why his scarring so severe.

Super RUMBLE: 20 Rank (Jungle life baby)

Super AGILITY: 40 Rank (By eating his AGILITY seed, Tar-Zan can boost up)

Communicate with Animals: 10 Rank (by using facial expressions, Tar-Zan can communicate with animals in ways that they understand).

GEAR

Pouch: 5 AGILITY seeds
Leather gloves and boots.



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